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OFFICIAL STRATEGY GUIDE

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X-MEN™ LEGENDS II
RISE OF APOCALYPSE

BASED ON A GAME RATED BY THE ESRB
TEEN
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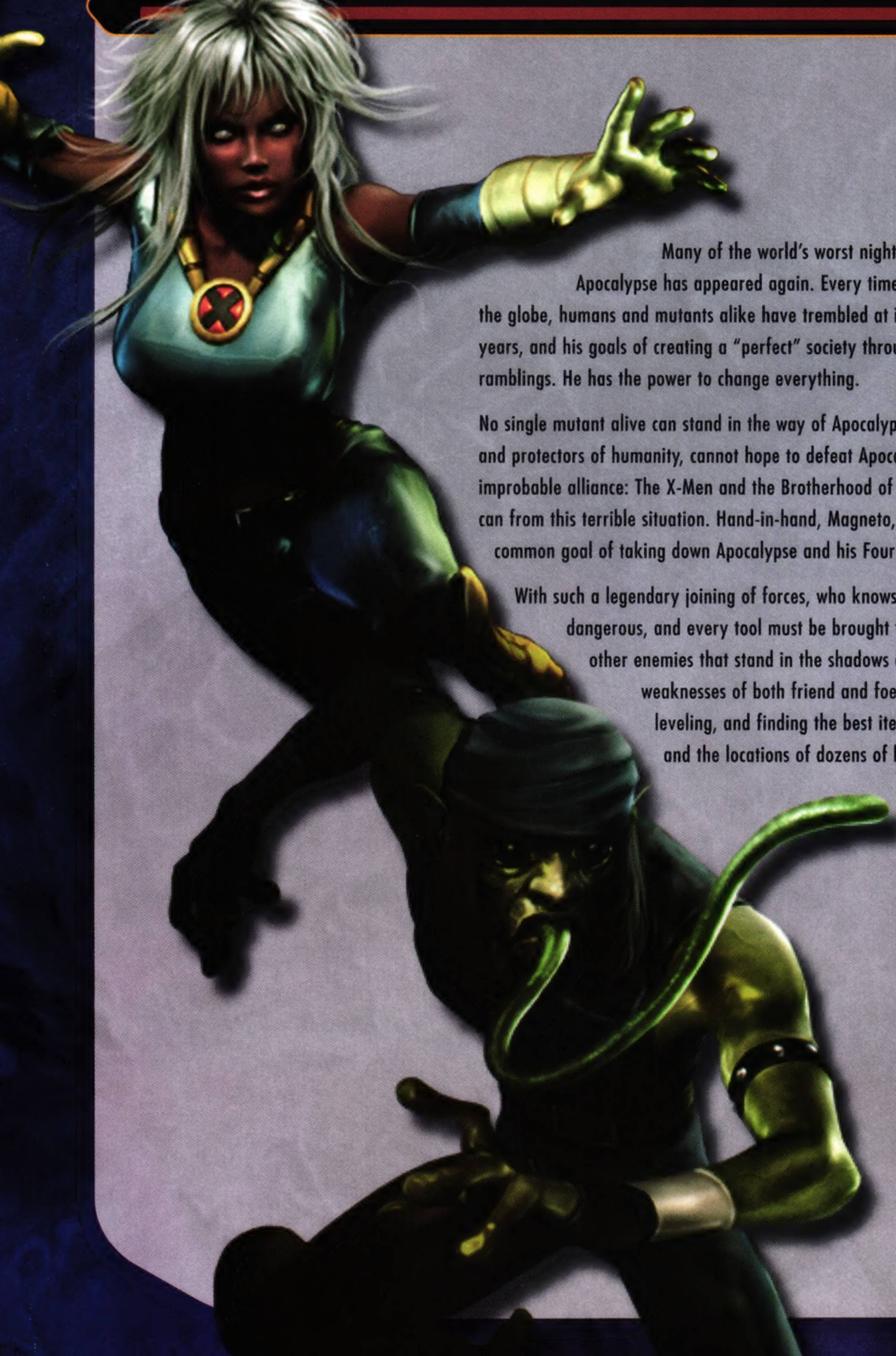
COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM, MICROSOFT XBOX®, AND NINTENDO GAMECUBE™

MARVEL
ACTIVISION®

X-MEN LEGENDS II

RISE OF APOCALYPSE



Many of the world's worst nightmares have suddenly come true. A mutant named Apocalypse has appeared again. Every time this figure of legend has brought his hand across the globe, humans and mutants alike have trembled at its approach. Apocalypse has lived for thousands of years, and his goals of creating a "perfect" society through strength and brutality are more than just esoteric ramblings. He has the power to change everything.

No single mutant alive can stand in the way of Apocalypse's plans. In fact, even the X-Men, defenders of peace and protectors of humanity, cannot hope to defeat Apocalypse by themselves. And out of necessity comes an improbable alliance: The X-Men and the Brotherhood of Mutants have come together to salvage whatever they can from this terrible situation. Hand-in-hand, Magneto, Professor X, and all of their allies are aligned, with the common goal of taking down Apocalypse and his Four Horsemen.

With such a legendary joining of forces, who knows what can be accomplished? But the road is long and dangerous, and every tool must be brought to bear quickly if Apocalypse, Mister Sinister, and the other enemies that stand in the shadows are to be thwarted. This guide reveals the strengths and weaknesses of both friend and foe alike. You'll find strategies for intense combat, fast leveling, and finding the best items, along with level maps, answers to in-game trivia, and the locations of dozens of hidden items. Read on, True Believer!

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HOW TO USE THIS GUIDE

This chapter explains what you can find in this guide. These are only short summaries, so you can find the information you want quickly and get back to the action.

Dark Portents

This chapter contains a short background of what has happened leading up to *X-Men Legends II*. It starts at the first sign of trouble and stops as your adventure begins.

X-Men and the Brotherhood Unite!

This chapter describes each playable character in the game (including three unlockable characters). It lists everyone's skills, attributes, and equipment choices that maximize their powers. Also included are brief background pieces on the characters, if you're interested in learning a bit of X-Men trivia.

Looking Good in Tights

All equipment is explained in this chapter. There's a thorough explanation of how to get the most for your Techbits (money), and it concludes with tables for all of the equipment types.

Trying to Control the Mutants

This chapter explains the interface and control systems. It shows you how to make your character do what you want.

The Perfect Mutation

This chapter gives you an in-depth understanding of how *X-Men Legends II* works. It explains how to use the characters, abilities, and items in the game. The strategy and tactics in this chapter will help newcomers to the game, even if they're experienced with the series.

5,000 Years in the Making

This chapter is the step-by-step walkthrough of *X-Men Legends II*. It shows how to complete every objective and defeat every enemy. It contains maps, special tips to improve play, notes on special occurrences in the game, warnings about difficult areas, and pointers to the many hidden items in *X-Men Legends II*.

Host of the Apocalypse

This chapter lists the enemies found in *X-Men Legends II*. It also shows which weapons each enemy is resistant to. This chapter isn't as specific as the walkthrough, but it offers general advice that is much easier to remember.

A Library of Secrets

The guide ends with a list of every hidden item in the game. Beacons and one-time bonuses are revealed, as are comic books, concept art, and other items of importance. Also contained in this chapter are all 250 in-game trivia answers.

DARK PORTENTS

Our story begins *in medias res*, as the X-Men join with the Brotherhood of Mutants to stop Apocalypse's attack on the isle of Genosha. The airfleets of Apocalypse and the Brotherhood have met catastrophically above Genosha, destroying many from both sides. Magneto has led his outnumbered and outgunned forces with critical thinking and nearly perfect timing. Still, this only means that the air battle was fought to mutual destruction. That leaves many land forces on Genosha that are under Apocalypse's control.

Rumors are already slipping out from Genosha that this deadly mutant is searching for something. This isn't a simple battle for control of territory or natural resources. Apocalypse is trying to control the mutants of Genosha. Why? What is his plan?

You will lead the mutant teams sent in to free the captured mutants of Genosha, and you'll do whatever it takes to prevent Apocalypse from achieving his grim ends. Although each team consists of only four mutants, there are many members of the X-Men and the Brotherhood waiting to follow your lead. Professor X is going to organize everyone from a place of safety. Magneto, on the other hand, will stay with the mutants in the field, ready to assist you directly if called upon. For once, you can trust Magneto even beyond his word. Not only are the mutants of Genosha in danger, but Magneto's son Quicksilver has been captured as well. If anything can bond Magneto's loyalty, it's having a child in danger.

The rest of the story is waiting to be told, and it may extend far beyond the borders of Genosha.

X-MEN AND THE BROTHERHOOD UNITE!

This chapter details each character's background, strengths, and skills. All of the characters are shown here, both the initial ones and the unlockable ones, with details about how to play and master them. Also included are skill lists for each character, and how to advance those skills. (These have been averaged out to provide the most direct comparison of equivalent skills between character classes.)

BISHOP

REAL NAME: UNKNOWN

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	DESCRIPTION
BIO BEAM	Beam	1	+3	N/A	11-15 Energy Damage	14 EP (+6.5/Rank)	+10.83 Energy Damage	20	Channels energy through his hands to blast foes with a beam of focused power
PLASMA BLASTER	Projectile	1	+3	N/A	11-15 Energy Damage, 1 second stun	12 EP (+6/Rank)	+9.66 Energy Damage, +0.2 second stun	20	Uses guns to fire projectiles that stun enemies (Player can press and hold)
SAPPING STRIKE	Melee	7	+3	N/A	30-36 Energy Damage, 2 seconds	22 EP (+6/Rank)	+9.66 Energy Damage, +0.25 second stun	18	Melee attack that reduces damage victims do by 50% for a time. Drains batteries
FULL AUTO	Projectile	14	+3	Plasma Blaster	30-36 Radiation Damage/second for 4 seconds	36 EP (+7/Rank)	+5.83 Radiation Damage/second	16	Fires both guns in a spray of bullets causing Radiation Damage (Player can press and hold)
RAPID FIRE	Projectile	21	+3	Full Auto	43-50 Radiation Damage over 3 seconds	52 EP (+7/Rank)	+6 Radiation Damage over 3 seconds	14	Fires both guns in broad sweeps with atomic radiation rounds
BOMBARDMENT	Radial	28	+3	N/A	43-50 Energy Damage	84 EP (+9.6/Rank)	+4 Energy Damage	11	Crouches down and fires several high-powered rounds into the air; They then crash down, smashing into enemies and surrounding objects
BIO BLAST	Radial	28	+3	Sapping Strike	46-54 Energy Damage, 5% chance for Deadly Strike, 10 feet	92 EP (+10.6/Rank)	+5 Energy Damage, +1% chance for Deadly Strike, +0.2 feet	11	Radial energy attack that damages enemies and has a chance of doing a 'Deadly Strike' (removing 33% of an enemy's current health)
BIG BANG	Radial, Xtreme	15	+5	N/A	85-96 Energy Damage, 2 second nullify	1 Xtreme Point	+32.33 Energy Damage, +0.8 second nullify	7	Sucks in surrounding energy releasing it in a violent explosion of power nullifying enemy powers
SUPERCONDUCTOR	Boost, Xtreme	20	+5	N/A	15 seconds	1 Xtreme Point	+7.5 seconds	5	Entire team spends no EP and takes no Energy Damage for a time
ABSORPTION	Boost	7	+3	N/A	45% Energy Damage as HP gain, +20% DEF, 10% (PR), 13 seconds	88 EP (+33/Rank)	+0.6% Energy Damage as HP gain, +8.25% DEF, +0.5% (PR), +2.5 seconds	18	Absorbs a percentage of Energy Damage as HP gain and boosts (PR)
ENERGY FURY	Boost	14	+3	Absorption	+5% Energy Damage, +20% ATK, 13 seconds	132 EP (+25.5/Rank)	+2.8% Energy Damage, +9.33% ATK, +2.8 seconds	16	Gives bonus Energy Damage to melee attacks for self and allies for a time
ENERGY COMBAT	Passive	1	+1	N/A	+50% as Energy Damage	N/A	+15% as Energy Damage	15	Adds Energy Damage to melee attacks
GUN MASTERY	Passive	1	+1	Mutant Master	+18% gun damage, +1% gun critical damage	N/A	+8% gun damage, +1% gun critical damage	15	Adds to gun damage and increases chance for criticals with gun attacks
POWER TRIP	Passive	21	+0.25	Sapping Strike	+115% DEF, +3% movement speed, 10% R-EN	N/A	+7% DEF, +2% movement speed, +3% R-EN	15	Adds to DEF and movement speed and R-EN
MUTANT MASTER	Passive	7	+1	N/A	+30% EP regeneration	N/A	+12% EP regeneration	15	Increases EP regeneration rate

NOTE

The resists are shown in the table as follows: R-EL= Resist Elemental, R-EN= Resist Energy, R-M= Resist Mental, and R-R= Resist Radiation.

DESCRIPTION/BACKGROUND

Bishop is an anomaly, born in a chaotic and violent dimension. He was a detective who tracked and arrested lawbreaking mutants, when events left him stranded on this world. After a short but difficult adjustment period, Bishop has joined the X-Men to keep dangerous mutants under control.

At first, Bishop's primary powers seem to be his blunt attitude and his many, many guns. Only when faced against other mutants does his most powerful ability become apparent: Bishop can absorb and redirect energy. He uses this power to nullify enemies and defeat them. Bishop's ability to stop dangerous mutants in their tracks makes him a powerful ally.

STRATEGY AND SPECIALIZATION

Bishop falls somewhere between a ranged damage dealer and a support character. Many of his weapons skills deal enough damage to harm incoming targets, but his real value is in suppressing his targets. One example is his Plasma Blaster, a fast ranged attack that deals damage and briefly stuns the enemy.

Bishop stays at range, almost always avoiding melee combat. This leads to a high Energy Point cost during most battles. Bishop needs to have a substantial investment in Focus to keep his Energy Points (and natural regeneration rate for EP) as high as possible. Add Mutant Master to that for greater effect. Speed and Strike are of little value, because Bishop avoids close fighting. In general, a 3 Focus/1 Body investment in attributes per level is ideal for standard play.

It goes against the grain, but the proper skill specialization puts Bishop in a moderate position for frontline work. With a very high Energy Combat rating and equipment to boost his base damage, Bishop can deal some serious pain with his standard attacks. If you go this route, mix more Strike and an occasional point into Speed to improve his close combat capabilities. Then, use Bishop's weapons skills to hamper targets, before he closes on them to finish the job personally.

The power of Superconductor, Bishop's Xtreme Boost, becomes clear on many teams. Not only is it a great way to avoid any damage from Energy sources, but it reduces Energy Point costs for team members. This gives everyone free rein to unleash their best non-Xtreme skills again and again until the power's duration ends. Invest in Superconductor early, and keep it up to date.

Gun Mastery is a must for any ranged-Bishop specialization. Take this to its final rank to improve the efficiency of many skills (and to improve your Critical Rate). If Bishop is having Energy problems, Gun Mastery is the best way to go until those problems are resolved. You won't have to pay more per skill, and the higher damage means that the skills won't need to be used as often.

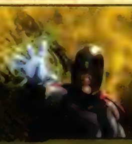
Power Trip is a Passive that everyone is going to grab for at least one or two ranks. The increase in Defense is amazing at the first rank, and it's also quite impressive to have a Movement Speed benefit (plus the Energy Resistance). If you want to push Bishop toward greater maneuverability, consider adding more ranks because of the Movement benefit. (If you control Bishop as a primary character, you stand to gain the most in this manner.)

COLOSSUS

REAL NAME: PIOTR NIKOLAIEVITCH RASPUTIN

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	DESCRIPTION
IRON FIST	Melee	1	+3	N/A	+250% Physical Damage, 40 Knockback	8 EP (+3.5/Rank)	+30% Physical Damage, +14 Knockback	20	Increased melee attack with Knockback
UPPERCUT	Melee	7	+3	N/A	+310% Physical Damage	N/A	+30% Physical Damage	18	An increased melee attack that pops enemies into the air
THUNDER CLAP	Radial	14	+3	N/A	+230% Physical Damage, 120 Radius	24 EP (+4/Rank)	+19.66% Physical Damage, +1.5 Radius	16	A thunderous clap that sends out a 140-degree blast of damage
MASSIVE STRIKE	Melee	21	+3	Uppercut	+540% Physical Damage, 16% Chance	28 EP (+4/Rank)	+15.80% Physical Damage, 1% Chance	14	An increased melee attack with a chance for 33% instant HP loss on target
BOUNDING SMASH	Radial	28	+3	Thunder Clap	+275% Physical Damage, 245 Knockback	51 EP (+5.8/Rank)	+12.5% Physical Damage, +37.5 Knockback	11	A colossal leap and landing that sends out a radial shockwave of damage
SIBERIAN EXPRESS	Charge	28	+3	Massive Strike	+575% Physical Damage, 245 Knockback	40 EP (+4.66/Rank	+35% Physical Damage, +37.5 Knockback	11	An increased melee attack by charging forward
DEMOLITION	Radial, Xtreme	15	+5	N/A	+550% Physical Damage	1 Xtreme Point	+150% Physical Damage	7	An Xtreme concussion attack
UNBREAKABLE	Boost, Xtreme	20	+5	N/A	+100% Physical Damage, 15 Seconds	1 Xtreme Point	+7.5 Seconds	5	Makes Colossus invincible and increases his damage
STEEL SKIN	Boost	1	+3	N/A	15 Physical Damage absorbed	32 EP (+14.66/Rank)	+3 Physical Damage absorbed	20	Generates steel armor around his body that absorbs damage
ROAR	Boost	14	+3	Steel Skin	+2 Strike, Speed, Body, Focus, 13 Seconds	84 EP (+15/Rank)	+1 Strike, Speed, Body, Focus, +2.8 Seconds	16	A battle cry giving all team members a bonus to all character traits
BLOCK	Ability	7	+3.5	N/A	100% EP/Damage blocked	N/A	-12.5% EP/Damage	5	Allows heroes to protect themselves from all attacks by blocking damage at the cost of EP
BRAWLER	Passive	1	N/A	N/A	+20% ATK	N/A	+10% ATK	15	Gives a natural ATK increase
GALVANIZE	Passive	1	N/A	Brawler	+15% DEF	N/A	+8% DEF	15	Gives a natural DEF increase
METALLURGY	Passive	1	N/A	Galvanize	+5% R-EL, +5% R-EN, +5% R-M	N/A	+3% R-EL, +3% R-EN, +3% R-M	15	Increases natural resistance to R-EL and R-EN and R-M
MIGHT	Ability	1	+4	N/A	Can lift heavy objects, damage reinforced walls and objects	N/A	Can lift massive objects	2	Increases lifting strength and destruction level of melee attacks
MUTANT MASTER	Passive	7	+1	N/A	+30% EP regeneration	N/A	+12% EP regeneration	15	Increases EP regeneration rate



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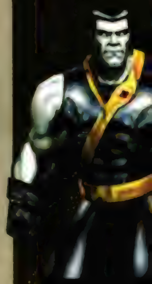

DESCRIPTION/BACKGROUND

Piotr, called Peter by his English-speaking friends, lived a simple life on a collective farm in Siberia. He was content to spend his days farming with his family, until one day a runaway tractor was about to run down his sister. Without thinking, Piotr threw himself in the way. Seconds before the tractor hit Piotr, his skin became hard as steel and he felt incredible strength. With his new powers, he stopped the tractor with ease. Soon after, Charles Xavier approached him about joining the X-Men.

Colossus now uses his powers to protect his teammates, much as he did his sister. When in his organic-steel state, Colossus can survive bullets, explosions, and staggering heat. He's one of the strongest X-Men and can even tackle Juggernaut head-to-head. One of the safest places to be is behind the mighty wall that is Colossus.

STRATEGY AND SPECIALIZATION

Colossus is a bundle of corded steel waiting to be unleashed. Having such an incredible potential for frontline work, Colossus gains Melee Damage at double the rate of many characters. (Investing two points in Strike is often enough to give Colossus an extra point of damage.) Even using his starting skill, Iron Fist, Colossus can crush bosses and groups of foes into tiny bits.

There are many ways to use Colossus's points effectively. In regard to attributes, Colossus should make the most out of Strike to keep his Melee Damage as high as possible. For a well-rounded Colossus that can both take and deliver damage, try 25% Body/25% Focus/50% Strike for most levels, and throw a tiny bit into Speed instead of Focus from time to time. This allocation gives the big guy enough Energy Points to rely more on his skills, thus piling on burst damage in every fight.

Another direction to choose Colossus is toward the tank end of the spectrum. Put 75% of his attribute points into Body, and share the rest between Focus and Strike at alternate levels. Add high values for Metallurgy and some Block as well, and you have a character who can jump into almost any problem in the game without worrying about the risk. Colossus is one of the best characters in the game for this role.

When it comes to direct combat, Colossus has a wide assortment of choices. Almost everything available to him is going to deal damage, based on his melee, and hit targets that are close by. Many of the Energy Point costs for these skills are fair, and the scaling for them isn't so brutal as to prevent you from investing in them. Choosing which combat skill to take isn't easy. The best way is to take a single point in a few of them, and see which one you really enjoy using. All of them are quite lethal, so it's best to stick with your personal tastes. You start with Iron Fist and it's very easy to use, so that makes it a safe choice. Later on, Siberian Express is another great power for consistent use.

As for Xtreme skills, Colossus has a gem: Unbreakable. This skill is both defensive and offensive in nature, doubling his damage while giving him immunity to incoming damage. This doesn't do much for the team if Colossus isn't directly controlled, but it's ***very*** worthwhile when someone is actively using Colossus to distract powerful enemies and keep them from hurting other team members.

Brawler improves Colossus's Attack with each rank. Because Attack doesn't factor as heavily into many Colossus builds, Brawler is more of a supplementary choice than a primary goal. Even with a fairly low Attack, Colossus will hit targets most of the time. In many Colossus builds, Mutant Master is important. Colossus rarely has enough Energy Points to splurge, and having a better natural regeneration reduces his reliance on Energy Packs.

Might is a fun skill for several reasons. First, it allows Colossus to pick up just about any object that isn't part of a building. Hurling massive objects is a great way to take out enemies in the early moments of a fight, even without getting into close combat. Colossus makes up for his ranged combat limitations by carrying something to toss even before he spots a target! As an added benefit, 2 points in Might allows Colossus to shift certain objects in the game that are otherwise immobile. (In other words, certain hidden goodies become available to characters with Might.)

JADE SCARAB (48)
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CYCLOPS

REAL NAME: SCOTT SUMMERS

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	DESCRIPTION
OPTIC BEAM	Beam	1	+3	N/A	11-15 Energy Damage	12 EP (+6/Rank)	+10 Energy Damage, +5% Attack Speed	20	A beam of energy filtered through Cyclops's visor
OPTIC SLAM	Beam	1	+3	Optic Beam	6-9 Energy Damage, 40 Knockback	14 EP (+6.5/Rank)	+6 Energy Damage, +30 Knockback	20	A wide beam that can knock enemies back
OPTIC FLASH	Debuff, Radial	7	+3	Optic Slam	6-9 Energy Damage, 1 Sec stun, 12 foot range	28 EP (+8/Rank)	+3 Energy Damage, +0.2-second stun	18	Produces a low-power discharge of energy, stunning and damaging enemies
AUTO ARTILLERY	Trap	14	+3	Optic Flash	21-26 Electricity Damage/second, 40 Trap HP, 12 seconds	44 EP (+8/Rank	+4 Energy Damage/second, +3 Trap HP, +1 second	16	Sets a small trap that sends out a wave of electricity when activated by enemies
FUSION BEAM	Beam	21	+3	Optic Beam	101-114 Radiation Damage over 3 seconds	46 EP (+7/Rank)	+13 Radiation Damage	14	A beam laced with atomic energy, causing extra Radiation damage
FOCUSED BEAM	Beam	28	+3	Fusion Beam	69-79 Energy Damage	78 EP (+9/Rank)	+7 Energy Damage	11	An intensely focused beam that can pierce through enemies
POLARIZED BEAM	Beam	28	+3	Auto Artillery	66-75 main Energy Damage, 53-61 split Energy Damage	72 EP (+8/Rank)	+6 main Energy Damage, +5 split Energy Damage	11	A beam that splits into 3 at point of contact with enemies
OPTIC RAGE	Beam, Xtreme	15	+5	N/A	101-114 Energy Damage	1 Xtreme Point	+35 Energy Damage	7	An Xtreme arc spray attack
FLAWLESS TACTICS	Boost, Xtreme	20	+5	N/A	200% experience earned, +7.5 Seconds 15 seconds	1 Xtreme Point		5	Increases experience earned for entire team
TACTICS	Boost	7	+3	N/A	+20% DEF, 13 seconds	88 EP (+24/Rank)	+4% DEF, +2.5 seconds	18	Uses combat knowledge to organize and prepare allies, increasing defense
COMMAND	Boost	14	+3	Tactics	+1 all learned skills, 13 seconds	132 EP (+25.5/Rank)	+0.12 all learned skills, +3 seconds	16	Uses natural leadership abilities to boost the effectiveness of entire team
DEFENSE GRID	Passive	14	+1	Leadership	8% chance	N/A	+3% chance	15	Adds a chance to dodge projectile attacks
VISOR UPGRADE	Passive	21	+1	Mutant Master	+18% Damage, +1% chance for critical	N/A	+8% damage, +1% chance for critical	15	Increases damage of all visor beam attacks and the chance of critical hits
LEADERSHIP	Passive	1	+1	N/A	+2% critical chance, +8% combo XP	N/A	+0.5% critical chance, +6% combo XP	15	Increases combo XP bonus to any combo done while on team, and increases chance of critical strike for whole team
MUTANT MASTER	Passive	7	+1	N/A	+30% EP regeneration	N/A	+12% EP regeneration	15	Increases EP regeneration rate

DESCRIPTION/BACKGROUND

Scott Summers has been with the X-Men since their formation. His keen sense of duty makes him a natural leader, and his optic blast allows him to command Xavier's fighting force. Cyclops has two main challenges: his optic blasts and his brother. His optic blasts are devastating and uncontrollable without the ruby-quartz visor made for him by Professor Xavier. He would rather fight with his eyes closed than risk hurting a teammate, or worse—an innocent. His brother's status in the Brotherhood of Mutants causes him great distress, because of Scott's unwavering loyalty to Charles Xavier and the ideals of the X-Men.

STRATEGY AND SPECIALIZATION

The hallmark of a good leader is whether he's respected by both his friends ***and*** his rivals. Despite the way some of the X-Men feel about Cyclops, they listen to what he says. (Well, most of the time.) He has strong support skills that enhance the team. In direct combat, Cyclops isn't very adept, and his ranged combat is dependable but fairly weak. In truth, it's what Cyclops does for the team that makes him a worthy choice, especially as a character for AI use.

Cyclops isn't going to race into melee combat very often, so Focus is his primary attribute. Body is a safe option for secondary points. Although every player is free to choose how to specialize their characters, trying to make a high-damage melee character out of Cyclops is a complex matter.

Cyclops has many ranged attacks, and they deal a moderate amount of damage. Certainly, these skills ***look*** very nifty, but it takes a fair number of ranks to keep their damage up to par. Raise his Visor Upgrade skill to dramatically raise the efficiency and overall damage of this attacks. Optic Flash is one of the best from this category because of its Stun effect.

For Boosts, Cyclops has some genuine treats. Use Tactics and Command so your team fights with their best skills at higher ranks and stays defensively honed the whole time. Many other Boosts don't stand up to the test as well as Cyclops's, and his Passive skills complement them nicely.

Maxing Leadership is an obvious goal. The improvement to a team's Critical Rate is worth the investment all by itself. Although the bonus XP isn't particularly important, an extra point here and there can add up if your team works well together (especially during the tougher battles at the end of each Act).

Of course, Cyclops has an even better way to help characters gain experience. Flawless Tactics, when used with several ranks, gives the team a noticeable increase in their overall rate of leveling. Combine this with an aggressive style that wades through targets, and you end up with a way to power-level quite productively. To get the most out of this, use three other characters with either area-of-effect powers or high burst damage. In the first case, the technique is to herd large numbers of enemies together, hit Flawless Tactics, and then eradicate everything with your other characters. Or, use burst damage as you run through the area. This method is harder to master because it requires precise targeting, but it works with many different character combinations.

ANUBITE WARRIOR (51)
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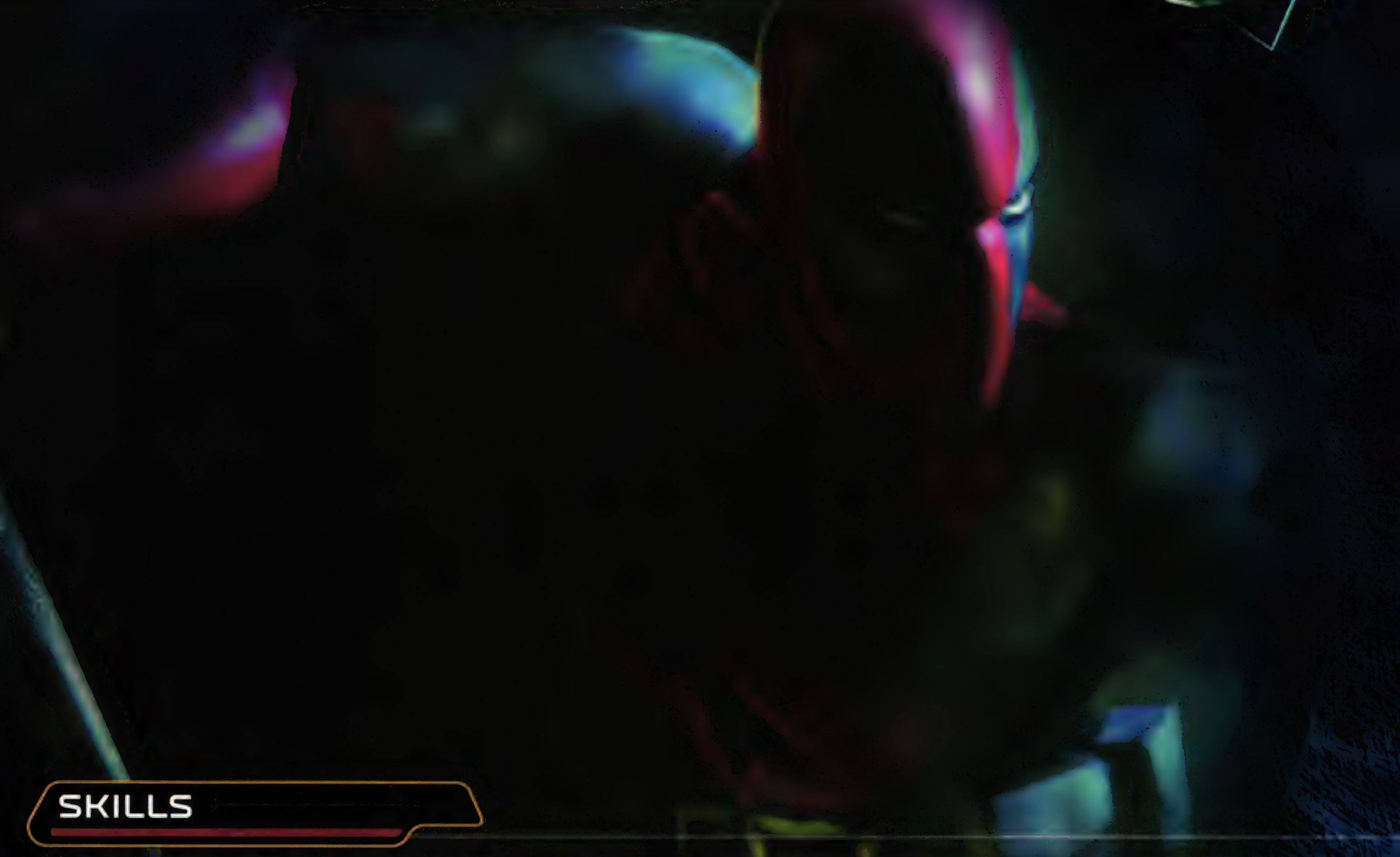
SEKHMET WARRIOR (50)
30

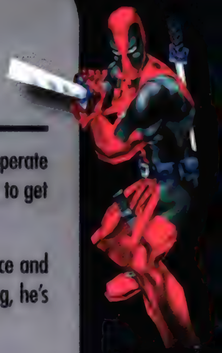
DEADPOOL

REAL NAME **WADE WILSON**



SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	SPECIAL BONUS	DESCRIPTION
RUPTURING JAB	Melee	1	+3	N/A	+240% Physical Damage, 3-5 Bleed Damage over 4 seconds	10 EP (+4.4/Rank)	+46% Physical Damage, +2.6 Bleed Damage over 4 seconds	20		Sword attack
TELEPORT	Special	1	+3	N/A	20 feet teleport range	8 EP (+2/Rank)	+2 feet teleport range	20	Carry Allies at Rank 4	Teleports to hard-to-reach locations or escapes from combat; increases to allow carrying allies and teleporting through reinforced walls
DUAL SHOT	Projectile	7	+3	N/A	30-36 per bullet, 1% trip chance	18 EP/second (+5/second/Rank)	+6 per bullet, +0.33% trip chance	18		Pulls out two pistols and shoots
BUTTERFLY KICK	Melee	7	+3	N/A	+350% Physical Damage	18 EP (+4.5/Rank)	+35.33% Physical Damage	18		Pulls out swords and does back kick followed by thrusts from each sword
BLADE CYCLONE	Charge	21	+3	N/A	+350% Physical Damage/second	44 EP/second (+6.5/second/Rank)	+31% Physical Damage	14		Spin movement with swords (Player can press and hold)
NITROGEN BLAST	Blast, Xtreme	15	+5	N/A	85-96 Cold Damage, 70% slow, 4-second freeze, 5-second slow	1 Xtreme Point	+32.33 Cold Damage, -7.5% slow, +0.66-second freeze, +1.16-second slow	7		Throws explosive nitroglycerin grenades that freeze and slow down enemies
WISECRACK	Boost	14	+3	N/A	-10% ATK, -10% DEF, 7 seconds	100 EP (+19/Rank)	-4.33% ATK, -4.33% DEF, +1 second	16		Taunts others to get them to fight
BLOCK	Ability	7	+3	N/A	100% EP/Damage blocked	N/A	-12.5% EP/Damage	5		Allows heroes to protect themselves from all attacks by blocking damage at the cost of EP
REGENERATION	Passive	1	N/A	N/A	1% of Max HP every 6 seconds	N/A	+0.35% of Max HP every 6 seconds	15		Heals over time
STEALTH	Passive	14	+1	N/A	+18% Damage, +1% critical chance	N/A	+8% Damage, +1% critical chance	15		Boosts damage and chance for criticals with all melee attacks
WEAPON MASTERY	Passive	21	+1	N/A	+18% Sword/Gun Damage, +1% critical chance	N/A	+8% Sword/Gun Damage, +1% critical chance	15		Boosts damage and chance for criticals with all sword and gun attacks
MUTANT MASTER	Passive	7	+1	N/A	+30% EP regeneration	N/A	+12% EP regeneration	15		Increases EP regeneration rate



DESCRIPTION/BACKGROUND

Wade Wilson's life took a turn when he was diagnosed with cancer. The mercenary who had faced every challenge was now fighting against a killer inside his own body. Desperate for a cure, he left the woman he loved to join the Weapon X project. Weapon X was trying to re-create Wolverine's healing ability, and lied to Wade about curing his cancer to get his cooperation.

The project was considered a failure. Wade's natural healing had been increased dramatically, but he was horribly disfigured. With nothing left to lose, he covered his face and became the mercenary known as Deadpool. His extensive knowledge of weapons and hand-to-hand combat are quite dangerous. When coupled with his increased healing, he's not someone you want to meet in a dark alley.

STRATEGY AND SPECIALIZATION

Deadpool is unlocked after you beat the game for the first time. This character has a great deal of style, and fans of technological characters (such as Bishop) may get an extra kick out of Deadpool's many tricks. He can bring a variety of weapons to a fight, including his blade, twin pistols, martial arts, and explosives. Although Deadpool has a shorter list of skills than many of the other characters, he shouldn't be underestimated. The mix of high damage and status effects make Deadpool's skill set competitive.

First, decide what direction to go with Deadpool's attributes. If you want him for his damage dealing, Strike is a good option. Invest 50-60% in Strike and split the rest between Body and Focus, with just enough Speed to get by. This gives Deadpool a fair level of base damage for his melee skills.

Then, raise Weapon Mastery heavily and bring Mutant Master up enough to keep Deadpool fighting through larger battles without depleting his Energy Points. That shouldn't take too much work, because your primary attacks are going to be Rupturing Jab (which scales ***very*** nicely without costing too much) or Dual Shot Projectile (for the Trip chance). Switching back and forth between these two skills is enough for the vast majority of problems. Keep enemies Stunned, and then engage them for a fast strike up close. Repeat this with the next target.

Nitrogen Blast doesn't do enough damage to be a lethal Xtreme skill, but its ability to hamper groups of foes is useful when you're expecting a long fight.

INFINITE CYBORG (28)
DODGE!
29

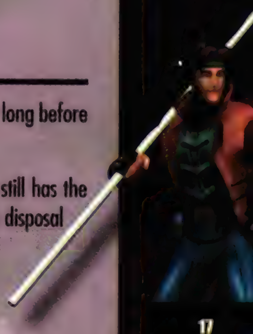
INFINITE MARK VIII (27)
NITROGEN BLAST
29

GAMBIT

REAL NAME: Remy LeBeau

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	DESCRIPTION
CARD SHUFFLE	Projectile	1	+3	N/A	6-9 Energy Damage, 1 card(s)	14 EP (+6.5/Rank)	+6 Energy Damage, +0.33 card(s)	20	Multiple card projectile attack
STAFF ASSAULT	Melee	7	+3	N/A	17-22 Energy Damage per attack	24 EP (+7/Rank)	+6 Energy Damage per attack	18	Multiple staff melee attacks in quick succession
ACE OF SPADES	Trap	14	+3	N/A	43-50 Radiation Damage/second for 4 seconds, 1 card(s)	36 EP (+7/Rank)	+8.4 Radiation Damage/second for 4 seconds, +0.25 card(s)	16	Gambit throws down cards in front of him that blow up when enemies approach them, causing Radiation Damage
STAFF SLAM	Radial	21	+3	Staff Assault	30-36 Energy Damage, 10 feet	60 EP (+8.5/Rank)	+4 Energy Damage, +0.16 feet	14	Radial energy attack
FULL HOUSE	Trap	28	+3	Ace of Spades	66-75 Energy Damage, 2 card(s)	72 EP (+7.5/Rank)	+6.4 Energy Damage, +0.4 card(s)	11	Gambit throws down cards in front of him that blow up when enemies approach them, causing popup damage
DETONATION	Special	28	+3	Staff Slam	108-121 Energy Damage, 190 Knockback	66 EP (+7.4/Rank	+10.6 Energy Damage, +24 Knockback	11	Charge object/enemy; if enemy, causes massive Knockback on explosion
52 PICKUP	Radial, Xtreme	15	+5	N/A	88-100 Energy Damage	1 Xtreme Point	+32.33 Energy Damage	7	Throws cards into the air, which rain down Energy Damage
PRINCE OF THIEVES	Boost, Xtreme	20	+5	N/A	200% Health Packs and Energy Packs, 400% Techbits, 15 seconds	1 Xtreme Point	+7.5 seconds	5	Affects Techbit, Health Pack, and Energy Pack drops
ENERGY FORM	Boost	1	+1	N/A	+10% ATK, +30% DEF, +25% movement, 13 seconds	48 EP (+24/Rank)	+5.16% ATK, +4.16 DEF, +4.5% movement, +2.16 seconds	20	Turns parts of Gambit's body into energy, improving defense and movement speed
ENERGY FURY	Boost	14	+3	Energy Form	+5% Energy Damage, +20% ATK, 13 seconds	132 EP (+25.5/Rank)	+2.8 Energy Damage, +9.66% ATK, +2.83 seconds	16	Gives nearby allies and self Energy Damage on all melee attacks
BLOCK	Ability	7	+3	N/A	100% EP/Damage blocked	N/A	-12.5% EP/Damage	5	Allows heroes to protect themselves from all attacks by blocking damage at the cost of EP
ENERGY COMBAT	Passive	1	+1	N/A	+50% Energy Damage to all non-power melee attacks	N/A	+15% Energy Damage to all non-power melee attacks	15	Adds additional Energy Damage to melee attacks
EVADE	Passive	14	+1	Energy Combat	8% chance to dodge melee attacks	N/A	+3% chance to dodge melee attacks	15	Increases chance to evade melee attacks
CARD MASTERY	Passive	21	+1	Mutant Master	+18% card damage, +1% chance of Critical Hits	N/A	+8% card damage, +1% chance of Critical Hits	15	Adds damage to all projectile card attacks
MUTANT MASTER	Passive	7	+1	N/A	+30% EP regeneration	N/A	+12% EP regeneration	15	Increases EP regeneration rate



DESCRIPTION/BACKGROUND

Gambit started life as an orphan in New Orleans, Louisiana. Luc LeBeau, the leader of the Thieves Guild, adopted Remy and taught him the tricks of the trade. It wasn't long before Remy had learned everything Luc could teach him. Eventually, Remy turned his back on his past life, including his marriage to the assassin Bella Donna Bordeaux.

It wasn't long before Gambit's ability to charge objects with kinetic energy earned him a spot among the X-Men. Many of his old mannerisms remain, though. He still has the attitude of a grifter, and even enjoys stealing from other thieves on occasion. His powers and his trademark weapons (a staff and a deck of cards) are always at the disposal of the X-Men.

STRATEGY AND SPECIALIZATION

Gambit is not a character that novice players can pick up and instantly understand. He has one of the more complex and developed skill lists in this game. Neither a ranged character nor a full melee character, he can fill a frontline spot, with a mixture of support, tanking, and limited damage capabilities.

Because Gambit's damage isn't linked to his Strike, despite a number of melee-type attacks, there's no use in setting his Strike very high. It's more lucrative to raise Gambit's Body, Speed, and Focus in fair portions. This gives Gambit a surprising level of damage mitigation, although it takes some time to understand all that he offers. Partly, Gambit can distract enemies and protect other members of the team through his Speed and Body (as any character can), but he also relies on Evade, a quality Passive for defensive, melee combat. Add Boosts like Energy Form (with its extra Movement and Defense being essentials for good tanking), and you have a fine frontliner for defense.

Use Energy Fury and Energy Combat (another Passive), to improve the damage Gambit does during important fights. He'll hit more often and add to his existing Energy-based damage. If you want a deadlier Gambit in general, switch the attribute mix so that Focus takes a higher priority than Body or Speed. With higher bonuses from Focus, Gambit can use more of his combat skills, including expensive choices (such as Detonation, with its especially useful Knockback).

Gambit can't deal as much damage as the heavy frontliners like Wolverine, Rogue, Colossus, or Juggernaut, but his mix of support, tanking, and damage-dealing is exactly what some active players thrive on.

As a final point, Prince of Thieves brings in a surprising pile of Techbits with each use, especially if it's taken to its fifth rank. *X-Men Legends II* delivers a hefty portion of its "money" through direct drops (as opposed to selling equipment). Because of that, using an Xtreme skill to quadruple your income is a very big deal! If you're looking to farm Techbits, try Prince of Thieves on a regular basis.

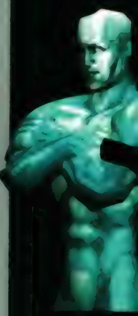
INFINITE MARK VIII (27)
29

ICEMAN

REAL NAME: BOBBY DRAKE

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	SPECIAL BONUS	DESCRIPTION
SLOW BEAM	Beam	1	+3	N/A	11-15 Cold Damage, 70% slow, 4-second slow	12 EP (+6/Rank)	+9.66 Cold Damage, -2.5% slow, +0.2-second slow	20		Sends out a beam that slows enemies; can build bridges
ICE SHARDS	Projectile	1	+3	N/A	6-9 Cold Damage, 1 shard	14 EP (+6.5/Rank)	+5.83 Cold Damage	20	+2 shards at Rank 6, 13, and 20	Throws shards of ice at enemies, inflicting Cold Damage
FREEZE BEAM	Beam	7	+3	Slow Beam	30-36 Cold Damage, 2 seconds	22 EP (+6/Rank)	+9.66 Cold Damage, +0.26 seconds	18		Sends out a beam that freezes enemies; can build bridges
ICE SLIDE	Charge	14	+3	N/A	53-61 Cold Damage, 40 Knockback, 50% slow for 4 seconds	34 EP/second (+6.4/second/Rank)	+9.66 Cold Damage, +13.66 Knockback	16		Slides on an ice sled, damaging and slowing enemies
ARCTIC BURST	Radial	21	+3	Freeze Beam	30-36 Cold Damage, 75% slow, 4 seconds	60 EP (+8.5/Rank)	+4 Cold Damage, -4% slow	14		Radial blast of cold that damages and slows enemies
COLD CRUSH	Projectile	28	+3	Ice Slide	69-79 Cold Damage, 53-61 explosion Cold Damage, 70% slow, 2-second freeze, 3-second slow	78 EP (+9/Rank)	+7 Cold Damage, +6.4 explosion Cold Damage, +0.4-second freeze, -4.5% slow	11		Single ice projectile that freezes target and slows enemies within explosion radius; can build bridges
ICE PILLAR	Blast	28	+3	Arctic Burst	66-75 Cold Damage, 2 pillars	72 EP (+8/Rank)	+6.4 Cold Damage, +0.4 pillars	11		Blasts ice pillars from the ground, damaging enemies and popping them up
COLD SNAP	Radial, Xtreme	15	+5	N/A	85-96 Cold Damage, 70% slow, 4-second freeze, 5-second slow	1 Xtreme Point	+32.33 Cold Damage, -7.5% slow, +0.66-second freeze, +1.16-second slow	7		Xtreme cold attack that damages everything in sight; nearby enemies are frozen, more distant enemies are slowed
ICE SIDEKICK	Special, Xtreme	20	+5	N/A	50% of Iceman's max HP, 50% damage, 15 seconds	1 Xtreme Point	+12.5% of Iceman's max HP, +9% damage, +7.5 seconds	5		Spawns a minion to fight alongside team
ICE ARMOR	Boost	7	+3	N/A	35 Damage absorbed, 1-2 Cold Damage inflicted on attackers, 50% slow, 3-second slow	88 EP (+14.4/Rank)	+3.33 Damage absorbed, +0.5 Cold Damage inflicted on attackers	18		Armor absorbs damage; also damages and slows melee attackers
ICE GLOVES	Boost	14	+3	Ice Armor	+5% Cold Damage, +1 ATK, 13 seconds	132 EP (+25.5/Rank)	+2.8 % Cold Damage, +2.8 seconds	16	+1 ATK at Rank 10	Gives self and allies ice gloves, adding Cold Damage to melee attacks and increasing ATK
ICE COMBAT	Passive	1	+1	N/A	+50% Melee Damage as Cold Damage	N/A	+15% Melee Damage as Cold Damage	15		Adds additional Cold Damage to melee attacks
COLD MASTERY	Passive	14	+1	Mutant Master	+18% Cold Damage, +1% critical chance, +25% resistance to Cold Damage	N/A	+8% Cold Damage, +1% critical chance, +5.33% Resistance to Cold Damage	15		Adds additional damage to all Cold Damage, and adds resistance to Cold Damage
PIERCING COLD	Passive	21	+1	Ice Combat	20% chance to pierce	N/A	+4% chance to pierce	15		Increases the chance of a piercing hit using beams and Ice Shards
MUTANT MASTER	Passive	7	+1	N/A	+30% EP regeneration	N/A	+12% EP regeneration	15		Increases EP regeneration rate



DESCRIPTION/BACKGROUND

After fleeing to the X-Men from an anti-mutant mob, Bobby Drake has spent a great deal of time developing and learning to control his power to alter the temperature of the air and objects around him. He can throw shards of ice, freeze the air around an enemy, encase himself in protective ice, and create ice slides that help him move at exceptional speeds.

Being with the X-Men for only a short time, Iceman's dealings with other mutants have already become the stuff of gossip. From his crush on Allison Crestmere to his rescue of Polaris from Mesmero, Iceman has shown his valor. And with the White Queen's discovery of Bobby's true power level, he can only become more of an asset to the X-Men.

STRATEGY AND SPECIALIZATION

Iceman is a great interceptor. He can attack at range or on the frontlines, and in both cases he deals moderate damage while making sure that the enemies can't get anything done easily. With a myriad of skills that slow down enemies or freeze them outright, he functions perfectly alongside damage dealers. Iceman keeps the targets busy while the other team members clean up.

How you do this, and how you allocate Iceman's attribute points, is going to vary *greatly* based on Iceman's intended position on the battlefield. If he's working with a bunch of melee characters, make him hang back. Put many points into Focus (75% or so), and the rest into Body. Take Cold Mastery up into the higher ranks, and use Cold Crush, Ice Slide, and Slow Beam to thwart and delay attackers at range. Then the melee characters should have a very easy time against wounded, slowed enemies.

Or, assist a team of ranged characters by moving Iceman up to the front. Give him a higher percentage of Body and a fair sum of Strike. He doesn't need an extremely high Focus in this mode, because he doesn't use skills nearly as often. Instead, Iceman relies on occasional Boosts and his steady Passive skills to carry the day, while making extended combos of normal Attacks and Smashes. Perfect his Ice Combat and Ice Gloves, and use Ice Armor as well. By combining these, Iceman can do some damage while intercepting enemies. His Energy can then be saved for big-ticket Cold Crushes and such, whenever he has the points to spare.

Both of Iceman's Xtreme skills are fun to use. Cold Snap is a damaging skill that relies on a Freeze and a Slow. This attack hits just about everything around Iceman, and anything within close range has to deal with the full effect of the Freeze. In higher-difficulty modes, Cold Snap takes on more of a role because it's more dangerous to let multiple enemies run loose around your team (and it's harder to defeat them outright as well).

Ice Sidekick is a strange skill, because it's one of the less common summon-type powers. The scaling on this Xtreme skill is very impressive, improving its duration, damage output, and resilience to incoming damage. At rank 5, Ice Sidekick is an extremely useful skill. It gives you a free damage dealer, while providing the team with a disposable friend to run interference against bosses and other scary foes.

IRONMAN

REAL NAME: ANTHONY "TONY" STARK

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	DESCRIPTION
UNI-BEAM	Beam	1	+3	N/A	11-15 Energy Damage	12 EP (+6/Rank)	+9.66 Energy Damage	20	Basic beam attack, causes Energy Damage
PLASMA CHARGES	Projectile	1	+3	N/A	6-9 Energy Damage, 1 charges	14 EP (+6.5/Rank)	+6 Energy Damage	20	Shoots multiple charges of energy from hands
DISRUPTOR SHOCK	Blast	7	+3	Uni-Beam	17-22 Radiation Damage, 1-second stun	28 EP (+8/Rank)	+5 Energy Damage, +0.2-second stun	18	Burst of radiation the damages and stuns enemies
AUTO TURRET	Trap	14	+3	Plasma Charges	53-61 Elemental Damage, 40 Turret Health, 12 seconds	34 EP (+6/Rank)	+9.66 Elemental Damage, +2.5 Turret Health, +1 second	16	Places an Auto Turret that fires on nearby enemies
REPULSOR RAYS	Projectile	21	+3	Disruptor Shock	43-50 Energy Damage	50 EP (+7/Rank)	+6 Energy Damage	14	Rapidly fires lasers as long as button is held
GAMMA BOLTS	Projectile	28	+3	Auto Turret	66-75 Radiation Damage, 2-second bolts, 2 bounces	72 EP (+8/Rank)	+6 Radiation Damage	11	Fires 3 Gamma Bolts that pierce enemies and bounce off walls
TRACTOR BEAM	Blast	28	+3	Repulsor Rays	43-50 victim Damage, 27-33 surrounding enemy Damage	84 EP (+9/Rank)	+4 victim Damage, +4 surrounding enemy Damage	11	Attaches a gravity well to target, causing damage and stun, and sucks in nearby enemies
CONCUSSIVE OVERLOAD	Radial, Xtreme	15	+5	N/A	27-33 Energy Damage, 27-33 Elemental Damage, 1 Xtreme Point, 27-33 Radiation Damage, 21-26 EMP Damage (robots only)		+9 Energy Damage, +9 Elemental Damage, +9 Radiation Damage, +16 EMP Damage (robots only)	7	Suit overloads, sending 4 shockwaves of different energy types
SYSTEM OVERRIDE	Boost, Xtreme	20	+5	N/A	10% of Max HP restored, 180 seconds	1 Xtreme Point	+16% of Max HP restored, +30 seconds	5	Allows Iron Man to revive himself if he's defeated within the boost lifetime
ENERGY SHIELD	Boost	7	+3	N/A	45% Damage, +20% DEF, +10% Physical Damage, 13 seconds	88 EP (+24/Rank)	+2.33% Damage, +8.6% DEF, +1.5% Physical Damage	18	Suit forms energy shield that turns Energy Damage into HP and increases Physical Damage
MOTION AMPLIFIER	Boost	14	+1	Energy Shield	+75% Attack Speed, +375% Melee Damage, +80% ATK, 13 seconds	22 EP (+0.5/Rank)	+5% Attack Speed, +21.66% Melee Damage, +7.5% ATK, +2.8 seconds	16	Increases attack speed and Melee Damage
AUTO MEDIC	Passive	1	+1	N/A	1% of Max HP every 7 seconds	N/A	+0.35% of Max HP every 7 seconds	15	Provides health regeneration over a short time period
MARK VIII UPGRADE	Passive	14	+1	Mutant Master	+18% Energy Damage, +1% critical chance	N/A	+8% Energy Damage, +1% critical chance	15	Increases damage done and chance of criticals when using Energy Damage attacks
ENVIRONMENTAL SUIT	Passive	21	+1	Auto Medic	5% R-EN, 5% R-M, 5% R-R, 5% R-EL	N/A	+3% R-EN, +3% R-M, +3% R-R, +3% R-EL	15	Increases resistances
MIGHT	Ability	1	+4	N/A	Can lift heavy objects, damage reinforced walls and objects	N/A	Can lift massive objects	2	Increases lifting strength and destruction level of melee attacks
FLIGHT	Ability	1	+1	N/A	Allows Flight	10 EP/second (-2/second/Rank)	Reduces EP cost	5	Allows flying and improves mastery over it
MUTANT MASTER	Passive	7	+1	N/A	+30% EP regeneration	N/A	+12% EP regeneration	15	Increases EP regeneration rate

NOTE

The resists are shown in the table as follows: R-EL= Resist Elemental, R-EN= Resist Energy, R-M= Resist Mental, and R-R= Resist Radiation.

DESCRIPTION/BACKGROUND

Son of the industrialist Howard Stark, Tony was an exceptional young man. He was gifted with a unique aptitude with machines and an inventive genius that qualified him to enroll in the Massachusetts Institute of Technology at the age of 15. At age 21, Tony inherited his father's business. In a few short years, he had turned Stark Industries into a multimillion dollar company specializing in arms manufacture for the U.S. Government.

While Tony Stark is only an ordinary man, his ingenuity has allowed him to create a suit of armor that's capable of superhuman feats. When he dons the suit and becomes Iron Man, he has incredible strength and the power to channel electrical energy to recharge his suit or direct bolts of energy against opponents. These abilities, and his tireless work to keep the suit updated and on the cutting edge of technology, are valuable resources for any team.

STRATEGY AND SPECIALIZATION

Iron Man is a hidden character that you unlock by collecting four pieces of armor and rescuing Tony Stark from Apocalypse. (This is explained in greater detail later, in "The Perfect Mutation.") Iron Man can function as either a tank or a damage dealer, and his functionality is useful to most teams, through Might, Flight, the potential to heal over time, and Self-Revive.

Allocate points toward Body and Strike to push Iron Man toward his goals. Although his unbuffed damage in melee won't rival even the hybrid combat characters such as Gambit, Iron Man has Boosts that change his combat dynamic greatly. Energy Shield provides tank improvements that push him into the big leagues, while Motion Amplifier is a crowning Boost for a Melee Damage platform. It's worth putting skill points into either or both of these skills.

Taking Iron Man to another level as a tank involves taking a point or so in his Auto Medic Passive and adding even more to his Environmental Suit (for a full spread of Resistances). Then, improve his maneuverability by raising Flight. This is often a good way to get Iron Man where he needs to go without having to waste as much time in transit.

Iron Man's various Energy/Radiation damage skills are adequate for dealing some damage at range, but the ceiling for these skills is somewhat low in terms of total damage. (Even taking the Mark VIII Upgrade all the way up won't put these skills into the higher tiers.) Disruptor Shock has a Stun, so that puts it above the rest, especially considering its low cost. Keep putting points into Disruptor Shock if Stun matters to you. Every five levels, the skill adds another second to the duration of the Stun.

SHOCK TROOPER (14)
CONCUSSIVE OVERLOAD
29

JEAN GREY

OTHER NAMES: MARVEL GIRL, DARK PHOENIX

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	SPECIAL BONUS	DESCRIPTION
TELEKINESIS	Special	1	+3	N/A	Heavy objects and enemies, 11-15 Mental Damage at lift, 8-11 Physical Damage at impact	16 EP/second (+6/second/Rank)	+9.66 Mental Damage at lift, +3.66 Physical Damage at impact	20	Massive objects and enemies at Rank 8	Gives Jean the ability to lift and throw objects and enemies; can build bridges
PSYCHIC SPIKE	Projectile	7	+3	N/A	30-34 Mental Damage	24 EP (+6/Rank)	+9.66 Mental Damage	18		Fires a mental homing projectile
PSIONIC BOOM	Radial	14	+3	Telekinesis	21-26 Mental Damage, -25% Damage reduction, 5 seconds	46 EP (+8.25/Rank)	+4 Mental Damage, -1.66% Damage reduction, +0.66 seconds	16		A radial mental attack inflicting pain on enemies and reducing their damage
MEMORY WIPE	Radial	21	+3	Psionic Boom	30-36 Mental Damage, 10% chance to confuse	62 EP (+8.5/Rank)	+4 Mental Damage, +5% chance to confuse	14		A radial blast of mental energy that confuses enemies and makes them flee
DARK PHOENIX	Blast	28	+3	N/A	43-50 Mental Damage, 25% of enemy's max Health as Physical Damage, +0.4 blasts	74 EP (+8/Rank)	+4.2 Mental Damage, +2.5% of enemies max Health as Physical Damage, 1 blast	15		Inflicts a mental blast of energy on all enemies; also causes an explosion of Physical Damage around fallen enemies
MENTAL GUARDIAN	Trap	28	+1	Psychic Spike	108-121 Mental Damage, 40 guardian HP, 12 seconds	68 EP (+7.4/Rank)	+10.4 Mental Damage, +4.2 guardian HP, +1 second	11		Summons a mental guardian entity that attacks enemies
PHOENIX FORCE	Radial, Xtreme	15	+5	N/A	85-96 Mental Damage, 8% chance to convert, 20-second conversion duration	1 Xtreme Point	+32.33 Mental Damage, +7% chance to convert, +2.33-second conversion duration	7		Xtreme radial attack dealing Mental Damage, with a chance to convert enemies
FROM THE ASHES	Boost, Xtreme	20	+5	N/A	10% of max HP	1 Xtreme Point	+22.5 of max HP	5		Resurrects 1 ally
MENTAL VORTEX	Boost	1	+3	N/A	13 seconds	60 EP (+23.8/Rank)	+2.2 seconds	20		All allies turn 20% of Damage inflicted into EP
CALMING PRESENCE	Boost	14	+1	Mental Vortex	+100% EP regeneration rate, 10 seconds	96 EP (+24.5/Rank)	+14% EP regeneration rate	18		Increases EP regeneration rate of entire team
PSYCHIC FURY	Boost	14	+3	Calming Presence	5% Damage as Mental Damage, +20% ATK, 13 seconds	144 EP (+25/Rank)	+2.8% Damage as Mental Damage, +9.66% ATK, +2.8 seconds	16		Gives Jean and allies Mental Damage bonus on all Melee attacks
PSIONIC COMBAT	Passive	1	+1	N/A	50% Mental Damage	N/A	+22% Mental Damage	15		Adds Mental Damage to melee attacks
TELEKINETIC NET	Passive	14	+1	Psionic Combat	+8% chance to dodge	N/A	+3% chance to dodge	15		Gives Jean a chance to dodge projectile attacks
MENTAL MASTERY	Passive	21	+1	Mutant Master	+18% Mental Damage	N/A	+8% Mental Damage	15		Increases damage of all Mental attacks
FLIGHT	Ability	1	+1	N/A	Allows Flight	10 EP/second (-2/second/Rank)	Reduces EP cost	5		Allows flying and improves mastery over it
MUTANT MASTER	Passive	7	+1	N/A	+30% EP regeneration	N/A	+12% EP regeneration	15		Increases EP regeneration rate

DESCRIPTION/BACKGROUND

Jean Grey is known to by several different names. Originally joining the X-Men as Marvel Girl, Jean is a great asset to the team. Her telepathic and telekinetic abilities have become strong enough under Xavier's tutelage that she can even use Cerebro, his mutant detection system. Her bright red hair and pleasant personality have endeared Jean to the team and earned her the nickname of "Red" from Wolverine.

Beneath Jean's surface lies an untamed power. She uses her abilities carefully, fearful of losing control. When her powers overwhelm her, she loses her sense of self and becomes the malevolent force known as Dark Phoenix. In this state her heightened powers are extremely dangerous. But the X-Men have always been there to keep Dark Phoenix from hurting people, and to bring Jean back to herself.

STRATEGY AND SPECIALIZATION

Jean Grey is a very useful support character, especially on teams with heavily Focus-based characters. She assists her allies in their Energy Point recovery, which makes her a valuable teammate with characters like Storm, Bishop, and the Scarlet Witch. Jean isn't a one-trick pony, either. Her ability to heal allies who've been Knocked Out is another boon, as are her abilities to Confuse and otherwise deter opponents.

Although Jean has some modest strength in melee combat, it's not worth investing in Strike or Speed. Put those attribute points into Focus and save around 25% for Body, just to keep her safe. A number of Jean Grey's skills are expensive to use, even with her intention of speeding Energy recovery, so it's very useful to have a high Focus for her.

Calming Presence is the key to Jean's support role. Use this Boost to keep everyone on the team bursting with Energy. After a few ranks, this skill starts to make a huge difference! The cost rises by a large factor, so Jean won't be able to break out too many additional skills while Boosting the team, until later levels when her Focus gets high. Nonetheless, the higher Energy level of the other three team members makes up for Jean's apparent inactivity. Mental Vortex doesn't need to be taken to a high rank, but its ability to turn damage taken into Energy Points can push this effect even further.

Psychic Fury works nicely when Jean is going into melee, or when she's Boosting a team with several melee attackers. Add Psionic Combat as well to dramatically improve Jean's damage during simple combination attacks. Neither of these should be taken too heavily, since Jean is a support character, but a few points will allow her to mix things up and have a tad more fun.

During intense fighting, Jean should use Psionic Boom to lower incoming damage. That, combined with Memory Wipe for specific targets, mitigates some of the danger from larger groups. Use the Psionic Boom to hit the greater group of targets, and then switch to Memory Wipe for the cleanup. Dark Phoenix doesn't have as much raw utility, but this is a very viable way to bring down injured enemies, especially if they're grouped together.

SHIFTER (17)
SWORD SLAM!
14 DAMAGE
29

JUGGERNAUT

REAL NAME: CAIN MARKO

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	SPECIAL BONUS	DESCRIPTION
THUNDER PUNCH	Melee	1	+3	N/A	+250% Physical Damage, 1-second stun	8 EP (+3.5/Rank)	+30% Physical Damage	20	+1-second stun at Rank 10 and 20	Increased melee attack with stun bonus
BRUTAL BLITZ	Melee	7	+3	N/A	+130% Physical Damage	18 EP (+4.66/Rank)	+12.5% Physical Damage	18		Spins around and hits surrounding enemies
ARCANE FIST	Radial	14	+3	Brutal Blitz	21-26 Energy Damage	28 EP (+4.83/Rank)	+4 Energy Damage	16		A crystal-powered ground slam that sends out a radial blast of damage
BULLRUSH	Charge	21	+3	Block	+450% Physical Damage, 245 Knockback	28 EP (+4/Rank)	+32.33% Physical Damage, +29 Knockback	14		Charges against enemies, knocking them back
WIDOWMAKER	Melee	28	+3	Thunder Punch	+700% Physical Damage, +50% Damage to self, 4-second weaken	48 EP (+5/Rank)	+40% Physical Damage, +2.8% Damage to self	11		Massive melee attack, weakens Juggernaut
CRIMSON RAGE	Melee	28	+3	Cyttorak Shield	+575% Physical Damage, +5% Physical Damage, 3 seconds	40 EP (+4.4/Rank)	+35% Physical Damage, +0.4% Physical Damage, +0.4 seconds	11		Multiple punch attack, building up Damage with each hit
CRIMSON DEVASTATION	Melee, Xtreme	15	+5	N/A	85-96 Energy Damage, 2-second stun	1 Xtreme Point	+32.66 Energy Damage, +0.66-second stun	7		Juggernaut rips open a portal to the Crimson Cosmos, flooding enemies with Energy Damage and stunning them
PATH OF DESTRUCTION	Boost, Xtreme	20	+5	N/A	15 seconds	1 Xtreme Point	+7.5 seconds	5		Allows Juggernaut to break through objects effortlessly and defeat most enemies with one hit
CYTTORAK SHIELD	Boost	1	+3	N/A	15% Damage, 13 seconds	32 EP (+14.33/Rank)	+2.2% Damage, +2.2 seconds	20		All team members gain an energy shield, reflecting some Melee Damage back at attacke
CYTTORAK TRANSFER	Boost	14	+3	Cyttorak Shield	7% Damage transferred, +5% DEF, +6 Strike, 13 seconds	84 EP (+15/Rank)	+2.8% Damage transferred, +1% DEF, +1 Strike, +2.8 seconds	16		All team members convert inflicted [er] and [fr] into HP for Juggernaut; other team members also receive DEF and Strike bonuses
BLOCK	Ability	7	+3	N/A	100% EP/Damage blocked	N/A	-12.5% EP/Damage	5		Allows heroes to protect themselves from all attacks by blocking damage at the cost of EP
PRECISION	Passive	7	+1	N/A	+22 ATK	N/A	+22 ATK	15		ATK increased
CYTTORAK'S FOLLY	Passive	14	+1	N/A	10% chance to steal	N/A	+4% chance to steal	15		All physical attacks have a chance to convert 15% of inflicted damage into EP gain
BALANCED FORM	Passive	21	+1	N/A	+15% DEF, -8% attack speed	N/A	+8% DEF, +3% attack speed	15		Juggernaut learns to carry himself better in combat, gaining bonuses to both DEF and Attack Speed
CRITICAL STRIKE	Passive	1	+1	N/A	+5% chance	N/A	+2% chance	15		Increases chance of criticals for melee attacks
MIGHT	Ability	1	+4	N/A	Can lift heavy objects; can damage reinforced walls and objects	N/A	Can lift massive objects	2		Increases lifting strength and destruction level of melee attacks

DESCRIPTION/BACKGROUND

Cain Marko was an ordinary boy born to an atomic scientist. When his father married the recently widowed Sharon Xavier, things began to change. Now he lived in the lap of luxury. And yet he was beaten by his father in secret, and he was quite jealous of the scholastic and academic achievements of Charles Xavier, his new stepbrother. It was this combination of hatred and jealousy that caused Cain to look at Charles as an enemy.

While deserting the military force he was in, Cain stumbled upon the temple of Cyttorak. He read the inscription on the back of a large ruby and was imbued with mystic powers. Juggernaut is now almost immune to damage. He's an unstoppable force who can be defeated only by greater mystic forces, or by removing his helmet and attacking his mind directly.

STRATEGY AND SPECIALIZATION

Juggernaut is a master of guile and subtlety, and his attacks show this clearly. Just kidding. Okay, so Juggernaut is a lovable monster because he has no subtlety whatsoever. His skills are frequently tied to his unfathomable Melee Damage, and things just keep getting better for him with levels. Juggernaut is a frontline character with a number of tank skills that only somewhat distract from his true role: Dealing damage the whole fight, every fight.

Juggernaut is one of the lucky characters to receive extra benefits from Strike points. He scores an extra point of maximum damage for about every two points that you put into Strike. Put three points into Strike with every level, and one into Body or Speed at alternating levels. Juggernaut benefits heavily from this min/max build. His skills magnify his base Melee Damage to the point where he can defeat a number of enemies with a single hit.

To enhance this, add equipment that increases Juggernaut's damage as much as possible. Attack, Defense, and other attributes mean nothing compared to his sole pursuit of higher average Melee Damage. It might be wise to have a team member who can either heal or bring characters back to consciousness, since Juggernaut is going to get knocked around. It's worth the pain. Juggernaut even eats bosses for breakfast once he gets going.

Critical Strike and Cyttorak's Folly are very solid Passive skills (the second one keeps his meager Energy Points from bottoming out). The other way to prevent low Energy levels is to throw a lot of points into Juggernaut's Passives even as he reaches moderate-high levels. Don't improve on his melee skills, beyond a rank here and there. You don't want those abilities to cost very much per use. Instead, the goal is to deal as much damage as possible with an inexpensive version of the skill, and to use that skill repeatedly.

Thunder Punch is beautiful because of its Stun (for increased survivability), its extremely reasonable Energy cost, and its damage scaling with any ranks you put into it. Watch your Energy levels closely, and as long as Juggernaut isn't running into any problems, it's time to invest. Otherwise, stick with the original plan, and keep maxing his Passives.

Later in his career, Juggernaut might want to mix Crimson Rage in with his Thunder Punches. The two have different goals: Thunder Punch does fair damage with a Stun, and Crimson Rage throws all sorts of damage at a persistent target. These skills do not need to compete. Rely on his Stun and simple Thunder Punch for generic targets, and break out Crimson Rage for the larger enemies and bosses that need to be hit repeatedly.

MAGNETO

REAL NAME: ERIK LEHNSHERR

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	SPECIAL BONUS	DESCRIPTION
LEVITATION	Special	1	+3	N/A	Heavy objects and enemies, 11-15 Mental Damage at lift, 9-12 Physical Damage at impact	12 EP/second (+6/second/Rank)	+9.66 Mental Damage at lift, +3.66 Physical Damage at impact	20	Massive objects enemies at Rank 8	Gives Magneto the ability to lift and throw objects and enemies; can build bridges
MAGNETIC SHELL	Beam	7	+3	N/A	30-36 Energy Damage, 3 seconds	22 EP (+6/Rank)	+9.66 Energy Damage, +0.24 seconds	18		Forms a metal shell around victims, inflicting damage and holding them in place
METAL SPIKES	Projectile	14	+3	Levitation	30-36 Physical Damage, 1 spikes	36 EP (+7/Rank)	+6 Physical Damage, +0.25 spikes	16		Forms metal spikes and hurls them at enemies
SHRAPNEL SENTRY	Trap	14	+3	Magnetic Shell	2 Shrapnel piles, 34-40 Physical Damage	40 EP (+7.75/Rank)	+0.25 Shrapnel piles, +6.40 Physical Damage	16		Forms metal shards on the ground that damage enemies who come near
MAGNETIC GRASP	Radial	21	+3	Metal Spikes	34-40 Physical Damage	60 EP/second (+8.5/second/Rank)	+3.66 Physical Damage	14		Forms shards of metal and pulls in surrounding objects and enemies (Player can press and hold)
MAGNETIC BLAST	Blast	28	+3	Shrapnel Sentry 25% chance to confuse, 5 seconds	43-50 Energy Damage,	84 EP (+9.6/Rank)	+4.2 Energy Damage, +2.8% chance to confuse, +0.66 seconds	11		Uses the iron in the blood of enemies to slow down their blood flow, inflicting damage and confusing them
DEATH TRAP	Debuff	28	+3	Magnetic Grasp	15% Damage mirrored as Physical Damage, 13 seconds	84 EP (+9.6/Rank)	+13.5% Damage mirrored as Physical Damage, +4.2 seconds	11		Enemies are surround by a could of flying metal, reflecting a percentage of damage back on themselves
METALLIC MAYHEM	Radial, Xtreme	15	+5	N/A	85-96 Energy Damage	1 Xtreme Point	+32.33 Energy Damage	7		Xtreme radial attack that pulls in surrounding metallic objects and blasts them outward
METAL MINION	Special, Xtreme	20	+5	N/A	50% of Magneto's max HP, 50% of Magneto's Melee Damage, 15 seconds	1 Xtreme Point	+12.5% of Magneto's max HP, +18.8 of Magneto's Melee Damage, +7.5 seconds	5		Spawns a metallic minion entity to fight alongside team
POLARIZED SHIELD	Boost	1	+3	N/A	25% chance, 13 seconds	48 EP (+24/Rank)	+2.2% chance, +2.2 seconds	20		Chance to block all incoming attacks
SUPREMACY	Boost	7	+3	Polarized Shield	+1 all skills, 13 seconds	88 EP (+59.5/Rank)	+2.5 seconds	18	+2 all skills at Rank 10	Magneto's dominating presence makes the entire team better in combat, increasing the level of all assigned skills
MAGNETIC DEFLECTION	Passive	14	+1	Mutant Master	8% chance to block	N/A	+3% chance to block	15		Magneto uses a magnetic field to deflect a percentage of missile attacks
INTIMIDATION	Passive	21	+1	Leadership	+15% DEF, -3% Physical Damage taken	N/A	+8% DEF, -2% Physical Damage taken	15		Increases DEF, lowers Melee Damage taken
LEADERSHIP	Passive	1	+1	N/A	+2% critical chance, +8% combo XP	N/A	+0.5% critical chance, +6% combo XP	15		Increases combo XP bonus to any combo done while on team, and increases chance for critical strike for whole team
FLIGHT	Ability	1	+1	N/A	Allows Flight	10 EP/second (-2/second/Rank)	Reduces EP cost	5		Allows flying and improves mastery over it
MUTANT MASTER	Passive	7	+1	N/A	+30% EP regeneration	N/A	+12% EP regeneration	15		Increases EP regeneration rate

DESCRIPTION/BACKGROUND

Magneto's start in life couldn't have been worse. He was born in Poland just before WWII. When the Nazis invaded Poland, the young Erik Lehnsherr and his parents were sent to Auschwitz. Erik was the only member of his family to survive the war. During that time, he witnessed the brutality that humans could bring on minorities. That realization would forever change his views on the world. Later, Erik met Charles Xavier at a psychiatric hospital while working as a volunteer orderly. The two formed a deep friendship.

Magneto has mastered his power over magnetic fields and uses it to ensure that humans will not win the war against mutants. Only two things can redirect his attention: His friend Xavier, and any danger to the mutants who follow him. He and Xavier have often found themselves on opposite sides of battlefield, but the danger to their fellow mutants has brought them together.

Magneto can use his power over magnetic fields to affect any quantity of metal. He can throw large objects, immobilize a person, and even fly. As one of the most powerful mutants in the world, he can be a dangerous opponent and a great ally.

STRATEGY AND SPECIALIZATION

Magneto is a leader, so it's expected that he'll have a number of group-assisting skills, but he also functions well as a tank/distracter of enemies. The patriarch of the Brotherhood of Mutants may look like an older man, but his insides are a latticework of iron and rage. That spirit keeps him alive under the heaviest onslaughts, complemented by his ability to fly away from danger, confuse enemies, deflect missile attacks, and keep his calm throughout the fighting.

You can push Magneto toward both his support skills *and* his tank skills without hurting anything (except for his damage output, which doesn't need to be high if he has the right allies). An even mix of Focus and Body is enough to make a great tank out of Magneto. If you want to use him more in combat, you might want more Focus. Strike is never going to be a major issue for Magneto, because he has plenty of henchmen to handle enemies for him.

On the support side of things, Magneto has Leadership for better group Critical Rates and more skill combo XP bonuses. Leadership is a Passive that's useful all the way up to the highest ranks. Then, Magneto can hit Supremacy during important fights to raise the team's skill values. Supremacy is much less expensive to use often with a single rank, instead of increasing its Energy Cost and duration. Only improve Supremacy if you're willing to endure the painful cost scaling, in exchange for even higher skill bonuses when you reach the tenth rank.

For survival as a tank, Magneto has Passive skills, Boosts, and more active tricks at his disposal. Magnetic Deflection helps against anything at range, and often it's worth perking for at least a few ranks. Intimidation fits Magneto perfectly, reducing the effectiveness of melee attackers. In concert, these two skills make it very hard for anyone to have an easy run at him. Polarized Shield Boosts him to block even more attacks, and it scales for higher duration and effectiveness.

Once Magneto has recovered from using his Boosts, use Magnetic Blast and Magnetic Shell to confuse or hold the enemies in place. Death Trap reflects some of the damage inflicted by enemies back onto them, so that's useful as well. Magneto is rarely going to get himself into trouble, unless you switch to another character and forget about him until everything wears off.

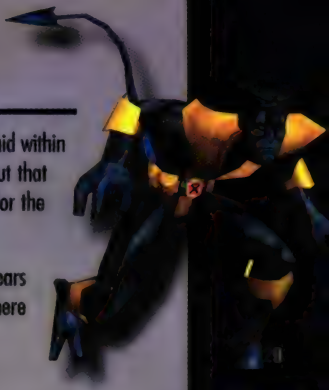
MORLOCK GIANT (41)
PHYSICAL RESISTANT
30

NIGHTCRAWLER

REAL NAME **KURT WAGNER**

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	SPECIAL BONUS	DESCRIPTION
TRIPLE BLADES	Melee	1	+3	N/A	11-15 Physical Damage per attack	10 EP (+4.4/Rank)	+9.66 Physical Damage per attack	20		Multiple sword melee attacks in quick succession
TELEPORT	Special	1	+3	N/A	20 feet range	8 EP (+10.5/Rank)	+10 feet range	5	Carry Allies at Rank 3	Teleports into hard to reach locations or escape from combat; increases to allow carrying allies and teleporting through reinforced walls
TELEPORT ATTACK	Melee	7	+3	Teleport	+310% Damage	18 EP (+4.5/Rank)	+30% Damage	18		Teleports and performs a boosted melee attack
PIERCING STRIKE	Melee	21	+3	Block	101-114 Bleed Damage over 4 seconds	34 EP (+5/Rank)	+13 Bleed Damage over 4 seconds	14		Sword attack that causes Bleed Damage
TELEPORT FRENZY	Melee	28	+3	Teleport	+350% Damage, 1-second stun, 2 attacks	53 EP (+6/Rank)	+20% Damage, +0.4-second stun, +0.4 attacks	11		Rapidly teleports to attack multiple targets, stunning them
SWORD WHIRLWIND	Melee	28	+3	Piercing Strike	43-50 Physical Damage per attack	64 EP/second (+6.5/second/Rank)	+4.2 Physical Damage per attack	11		Spins around, attacking with swords as long as button is held; move with analog stick as normal
MASTER OF CHAOS	Charge, Xtreme	15	+5	N/A	+550% Physical Damage, 4 attacks	1 Xtreme Point	+150% Physical Damage, +1 attack	7		Teleports around, attacking each enemy up to a set number of times
DISAPPEARING ACT	Boost, Xtreme	20	+5	N/A	All allies become invisible, +15% DEF, +50% XP, 15 seconds	1 Xtreme Point	+7.5 seconds	5		Makes all allies invisible, and gives them a DEF and an XP bonus
WORSHIP	Boost	14	+3	N/A	-10% EP cost for powers, 13 seconds	100 EP (+19/Rank)	-2% EP cost for powers	16		Nightcrawler prays, giving himself and all allies reduced power consumption
SHADOW MASTER	Boost	14	+3	N/A	+40% DEF, +10% ATK, 13 seconds	100 EP (+19/Rank)	+9% DEF, +4.66% ATK, +2.8 seconds	16		Hides in the shadows, becoming hard for enemies to attack and defend against
BLOCK	Ability	7	+3	N/A	100% EP/Damage blocked	N/A	-12.5% EP/Damage	5		Allows heroes to protect themselves from all attacks by blocking damage at the cost of EP
SWORD MASTERY	Passive	1	+1	N/A	+18% Sword Damage, +1% critical chance	N/A	+8% Sword Damage, +1% critical chance	15		Boosts damage and chance for criticals with all sword attacks
TELEPORT MASTERY	Passive	1	+1	N/A	+18% Damage, +1% critical chance	N/A	+8% Damage, +1% critical chance	15		Extra damage and increased chance for criticals to all teleport attacks
UNCANNY REFLEXES	Passive	1	+1	N/A	5% chance to dodge melee attacks	N/A	+3.2% chance to dodge melee attacks	15		Increases chance to dodge melee attacks
LEAP OF FAITH	Passive	20	+20	N/A	50% chance within 15 feet	N/A	+25% chance within +22.5 feet	3		Chance that Nightcrawler will rescue friends from defeat if they fall within range (once per minute); does not occur while player controls Nightcrawler
CRITICAL STRIKE	Passive	1	+1	N/A	+5% chance	N/A	+2% chance	15		Increases chance of criticals for melee attacks



DESCRIPTION/BACKGROUND

Nightcrawler's devilish appearance leads many people to assumptions about him that are entirely untrue. His appearance and agility kept him fed while he hid within a traveling circus. Circusgoers assumed that he was wearing a costume, which allowed him to avoid anti-mutant sentiment. When a small village found out that his blue skin, pointed ears, and tail were real, they assumed he was evil. The mob would have made life very difficult for Kurt Wagner if it had not been for the intervention of Professor Xavier.

Nightcrawler is soft-spoken and devoutly religious. Even other mutants are surprised by this. While he has an amazing agility that's been honed over his years with the traveling circus, his most potent power is his ability to teleport. He can vanish and reappear in an entirely different place, as long as he can see where he's going.

STRATEGY AND SPECIALIZATION

Nightcrawler serves his teams very well in melee, dealing a fair amount of damage without being too exposed in the process. He adds extra maneuverability and the chance to get to certain hard-to-reach places with his Teleport, and his Boosts are defensive indeed.

Nightcrawler gets his tankier aspects through Speed instead of raw Body and Resistances. Add to his Strike (because he does have melee-based skills), and then throw half of his remaining points into Speed and Body. When Nightcrawler uses his Boost skills and invests in certain quality Passives, he's fairly hard to pin down. Use equipment to push Nightcrawler toward whichever end of the spectrum you prefer. His damaging melee attacks need pure damage to show improvement, and his tank aspects could use Speed and Resistances.

Teleport Attack is great for dealing damage, and he won't need to get too high in level to use it. Link that with a high skill in Teleport Mastery and Critical Strike for a huge increase in damage. Use the much more expensive Teleport Frenzy when a Stun is needed against multiple targets.

Shadow Master is a good Boost to aid Nightcrawler in his own defensive play, although it's a rather expensive skill to rely on during regular combat. Disappearing Act costs an Xtreme point to use, but it's a strong choice because it aids the entire team. It also has the side benefit of increasing XP earned with each enemy defeated.

Leap of Faith makes Nightcrawler one of the better choices for a secondary character, because it doesn't function when Nightcrawler is being player-controlled. This Passive skill gives Nightcrawler a very substantial chance to Teleport into melee and pull allies away from a lethal attack, up to once per minute. That's much more effective than letting people get knocked out and using someone else's skill to wake them up.

PROFESSOR X

REAL NAME: CHARLES FRANCIS XAVIER

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	DESCRIPTION
CLEAVE	Melee	1	+3	N/A	25-42 Physical Damage, 16% chance	12 EP (+6/Rank)	+6 Physical Damage, +0.66% chance	20	Swings a massive sword, causing Damage and a chance for a Deadly Strike (1/3 instant HP loss)
CRUSHING EGO	Blast	7	+3	N/A	11-15 Mental Damage, 3-5 Bleed Damage over 4 seconds, 4-second hold	28 EP (+8/Rank)	+4 Mental Damage, +1.8 Bleed Damage over 4 seconds, 4-second hold	18	Radial burst of mental energy that temporarily holds enemies
PSYCHIC STORM	Special	21	+3	N/A	30-36 Energy Damage primary damage, 17-22 Energy Damage chain damage	60 EP/second (+8.5/second/Rank)	+4 Energy Damage primary damage, +3.5 Energy Damage chain damage	14	Press and hold power; sends psychic lightning from Professor X's body to nearby enemies
PSYCHIC SHOCK	Special, Xtreme	15	+5	N/A	N/A	15% of HP restored, 13 seconds of resurrected enemies	1 Xtreme Point +10% of HP restored, +3.33 seconds of resurrected enemies	7	Resurrects nearby fallen allies and enemies; resurrected enemies become allies, and then expire
TELEPATHIC LINK	Boost	14	+3	N/A	+5% Damage for all attacks, +20% ATK, 13 seconds	132 EP (+25.5/Rank)	+2% Damage for all attacks, +9.66% ATK, +2.75 seconds	16	Links to the minds of all teammates, increasing ATK and Damage
REVEAL INTENT	Passive	14	+1	N/A	+15% DEF	N/A	+7.5% DEF	15	Increases Professor X's mental insight, increasing his DEF
CLAIRVOYANCE	Passive	21	+1	N/A	+8% Movement Speed, -5% Damage taken	N/A	+3% Movement Speed, -1.33% Damage taken	15	Increases Movement Speed and reduces Damage taken
LEADERSHIP	Passive	1	+1	N/A	+2% critical chance, +8% combo XP	N/A	+0.5% critical chance, +6% combo XP	15	Increases combo XP bonus to any combo done while on team, and increases chance for critical strike for whole team
MUTANT MASTER	Passive	7	+1	N/A	+30% EP regeneration	N/A	+12% EP regeneration	15	Increases EP regeneration rate

DESCRIPTION/BACKGROUND

Born into wealth, Charles Xavier did his parents Brian and Sharon proud with his tireless drive for perfection. His mutant powers began to manifest themselves when Charles was very young. This didn't stop his drive. On the contrary, it gave him another part of himself to master.

Events abroad left Charles unable to walk and confined to a wheelchair. While most people would consider this a life-shattering event, Charles used this opportunity to open his ancestral mansion in Westchester, New York to young mutants everywhere. He transformed his home into a place to teach and protect, and became known as Professor X. Select mutants graduating from Xavier's School for Gifted Youngsters may join the X-Men, his fighting force. He uses all his material assets, his quick and decisive mind, and his unmatched psionic powers to ensure the safety of his team and to protect the innocent.

STRATEGY AND SPECIALIZATION

Professor X is a very defensive support character. He can keep himself alive under incredible pressure from enemies, and his Boosts and Xtreme skills assist his team. He has the only skill in the game that can restore multiple characters to consciousness, while harming enemies as well! Although you cannot use Professor X until you've completed all the Danger Rooms, he's worth the wait.

Mix Focus (50%) with a blend of Body and Speed to keep Xavier active while avoiding damage. Although he has only a few active skills, they're very costly to maintain. Choose equipment that raises his Resistances, which aren't very impressive on their own. It isn't worth trying to deal any damage, because his skill set is based around special effects and support actions rather than brute force.

To aid the team, raise Leadership to a high rank and Boost everyone with Telepathic Link to improve their Attack and Damage. However, Professor X's true power isn't revealed until the team ends up fighting something that they can't really handle. During such ugly encounters, when one or more team members are knocked out, Xavier can spend an Xtreme Point to use Psychic Shock. This raises all allies, and possibly raises some enemies and *forces* them to fight for you. This Xtreme skill scales wonderfully and should be taken to its limit, because of the improved heal for restored characters and the increased time that enemies are controlled.

Reveal Intent and Clairvoyance are Passives that improve Xavier's defenses. Take these as soon as you can, to ensure that your best character for saving the team isn't the first one to fall! After that, stick with Crushing Ego to keep enemies held in place, preventing them from doing much harm.

NIGHTMARE TERROR (7)
66 XP
29

ROGUE

REAL NAME: UNKNOWN

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	DESCRIPTION
SMASH	Melee	1	+3	N/A	+25% Physical Damage, 40 Knockback	8 EP (+3.5/Rank)	+30% Physical Damage, +30.5 Knockback	20	Increased melee punch with Knockback
BEDAZZLE	Debuff	1	+3	N/A	-10% ATK, -10% DEF, 7 seconds	32 EP (+14.33/Rank)	-2.2% ATK, -2.2% DEF, +0.75 seconds	20	Baits nearby enemies into attacking, while lowering their fighting ability
POWER THEFT	Special	7	+3	Smash	+200% stolen power damage, 13-second steal, 1-second stun	14 EP (+3.66/Rank)	+20.4% stolen power damage, +2.5-second steal, +0.25-second stun	18	Steals a power from the target (if possible) and stuns them
ENERGY OVERFLOW	Radial	14	+3	Power Theft	34-40 Energy Damage	24 EP (+4/Rank)	+5.8 Energy Damage	16	Releases built-up energy in a 180-degree forward arc
TORPEDO STRIKE	Charge	21	+3	N/A	+450% Physical Damage	28 EP (+4/Rank)	+31% Physical Damage	14	Lunges forward and attacks in a torpedo fashion, knocking enemies back
TREMOR	Melee	28	+3	Torpedo Strike	+230% Physical Damage, 1-second stun	52 EP (+5.8/Rank)	+14% Physical Damage, +0.4-second stun	11	Leaps into the air and comes down hard with a smash attack
MANIC SLAM	Charge, Xtreme	15	+5	N/A	85-96 Physical Damage, 25% of damage as EP, 5-second stun, 5 seconds without powers	1 Xtreme Point	+32.33 Physical Damage, +12.5% of damage as EP, +1.66-second stun, +1 seconds without powers	7	Saps EP from all enemies, stuns them, and prevents them from using their powers
REFLECTIVE AURA	Boost, Xtreme	20	+1.2	N/A	15 seconds	1 Xtreme Point	+2 seconds	15	Reflects all damage back onto enemies
HEAL	Boost	14	+3	Bedazzle	+1% HP/second, 13 seconds	84 EP (+15/Rank)	+0.2% HP/second, +3 seconds	16	Raises HP regeneration rate for the whole team and instantly removes any harmful effects, at the cost of 10% of her own HP
SOUTHERN SHOUT	Boost	28	+3	Heal	+20% Max HP, +20% Max EP, 45 seconds	144 EP (+16/Rank)	+1% Max HP, +1% Max EP, +7.5 seconds	11	Increases HP and EP maximums for entire team
BLOCK	Ability	7	+3	N/A	100% EP/Damage blocked	N/A	-12.5% EP/Damage	5	Allows heroes to protect themselves from all attacks by blocking damage at the cost of EP
HARDENED	Passive	1	+4	N/A	+10% DEF	N/A	+6.5% DEF	15	Increases DEF
PRISM SHIELD	Passive	21	+1	N/A	+5% Special Bonus , +5% R-EN, +5% R-M	N/A	+4% Special Bonus , +4% R-EN, +4% R-M	15	Passive ability that adds to resistances
CRITICAL STRIKE	Passive	1	+1	N/A	+5% chance	N/A	+2% chance	15	Increases chance of criticals for melee attacks
MIGHT	Ability	1	+4	N/A	Can lift heavy objects; can damage reinforced walls and objects	N/A	Can lift massive objects	2	Increases lifting strength and destruction level of melee attacks
FLIGHT	Ability	1	+1	N/A	Allows Flight	10 EP/second (-2/second/Rank)	Reduces EP cost	5	Allows flying and improves mastery over it

NOTE

The resists are shown in the table as follows: R-EL= Resist Elemental, R-EN= Resist Energy, R-M= Resist Mental, and R-R= Resist Radiation.

DESCRIPTION/BACKGROUND

Rogue's thick Southern accent reveals much about her beginnings. Born in a small town along the banks of the Mississippi River, her life took a turn to the strange when her emergent mutant powers nearly killed her boyfriend Cody Robbins. She ran away from her home in confusion.

Rogue was found by Mystique and brought into the Brotherhood of Mutants. After rejecting their message of hatred and violence, even her love for Magneto couldn't keep her with the Brotherhood. It was shortly after leaving the Brotherhood that Rogue found a team whose views and ideals ran parallel to her own. In the X-Men, Rogue has found both a cause and a family.

STRATEGY AND SPECIALIZATION

Rogue is another one of the bruisers in ***X-Men Legends II***. She doesn't ***look*** like a frontline damage-dealer, but the bad guys will figure it out once she starts tossing them around like cordwood. Rogue, like Colossus and Juggernaut, receives roughly twice the benefit from Strike as normal characters, and that gives her extraordinary Melee Damage. If you need another slugger, put her up front.

In terms of attributes, Rogue needs a very high Strike (75% of her points should go into it), and the rest can be split between Body and Speed. If you're trying to build a super-offense character, find three pieces of equipment that raise her raw damage. With her melee-magnifying skills, any bonus of this sort is going to improve manifold! Rogue won't be as tough, but that's what allies, Health Packs, and Xtraction Points are for.

Work on Critical Strike first, to keep Rogue's Energy Cost low until she gains a few levels. Use low-rank Smash for simple problems in the early game. Then, add later skills like Tremor (with its Stun), and Torpedo Strike (for very high damage). When Xtreme Points are going to be used, try Reflective Aura for very impressive damage reflection, or Manic Slam to shut down enemies. Manic Slam has a Stun that steals Energy Points and stops enemies from using any powers for a short period.

Use Power Theft to Stun, injure, and exploit enemies whenever possible. This skill doesn't cost many Energy Points, even at higher ranks, and it scales extremely well with all of its bonuses.

Keep Rogue's Heal at its first rank for a good while, and use it frequently to keep the team's damage from building up too quickly. Then, once Rogue gets more Energy Points by leveling, shoot for sixth rank in Heal. This gives it a longer duration and a higher percentage of Health per second.

Although her attacks are very offensive, Rogue has surprisingly defensive Passive skills. Put enough points into these to account for the enemies at your current difficulty level. Don't invest too much if you're playing on the Easy setting, but reconsider if you want Rogue to be on the frontlines while playing on Hard. Prism Shield and Hardened both make a difference in Rogue's longevity.

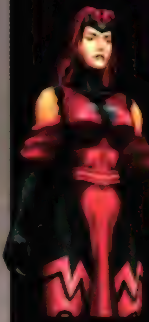
PROMETHEUS CAPTAIN (37)
ELEMENTAL ENHANCED
29

SCARLET WITCH

REAL NAME: WANDA MAXIMOFF

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	DESCRIPTION
MISFORTUNE	Boost	1	N/A	Reality Shift	200% Damage reflected	74 EP (+8/Rank)	+28% Damage reflected	11	Causes enemy attacks to backfire, reflecting a percentage of damage back onto themselves
HEX BOLT	Projectile	1	+3	N/A	11-15 Energy Damage	16 EP (+6/Rank)	+9.66 Energy Damage	20	Fires a single Hex Bolt
COMBUSTION	Radial	7	+3	N/A	30-36 Physical Damage	24 EP (+6/Rank)	+9.66 Physical Damage	18	Uses probability to spontaneously combust surrounding enemies and objects
REALITY SHIFT	Special	14	+3	Combustion	51-63 Energy Damage, 10% chance	36 RP (+6.75/Rank)	+9.66 Energy Damage, +0.66 chance	16	Launches a Hex bolt that has a chance to turn the enemy into a crate with something good inside
HEX LOCKED	Projectile	21	+3	Hex Bolt	1 Hex Bolts, 43-50 Energy Damage, 16% chance	52 EP (+7/Rank)	+0.33 Hex Bolts, +6 Energy Damage, +1% chance	14	Fires several Hex bolts with a chance to cause a Deadly Strike (1/3 instant health loss)
HEX EXPLOSION	Projectile	28	+3	Hex Locked	69-79 initial Energy Damage, 37-43 explosion Energy Damage	82 EP (+9/Rank)	+7 initial Energy Damage, +8 explosion Energy Damage	11	Fires a Hex Bolt that causes nearby objects to explode violently
ANARCHY ASSAULT	Radial, Xtreme	15	+5	N/A	85-96 Damage, 8% chance to convert, 20-second conversion	1 Xtreme Point	+32 Damage, +7% chance to convert, +2.33-second conversion	7	Unleashes Magick bursts of a random Damage type, with a chance to convert enemies
REVITALIZE	Boost, Xtreme	20	+5	N/A	+25% max HP, 15 seconds	1 Xtreme Point	+7.5 Seconds	5	Restores full HP for entire team, and raises max HP
PROBABILITY SYPHON	Boost	1	+3	N/A	13 seconds	60 EP (+24/Rank)	+2.20 seconds	20	Each team member absorbs 20% of inflicted Damage into EP
AMPLIFY LUCK	Boost	7	+3	Probability Syphon	+5% Damage, +5% chance for critical hit, 13 seconds	96 EP (+24.5/Rank)	+1% Damage, +0.5% chance of critical hit, +2.5 seconds	18	Amplifies entire team's luck, increasing Damage and chance of critical hits
HEAL	Boost	14	+3	Amplify Luck	1% HP/second	144 EP (+25/Rank)	+0.2% HP/second	16	Gives team regenerative healing
SCARLET'S TOUCH	Passive	1	+1	N/A	3% chance	N/A	+0.5% chance	15	Increases chance of critical hit on all attacks
DEFLECT MISSILES	Passive	14	+1	Scarlet's Touch	8% chance to deflect	N/A	+3% chance to deflect	15	Increases chance of deflecting missile attacks
HEX MASTERY	Passive	1	+1	Mutant Master	+18% Damage, +1% chance for critical	N/A	+1% Damage, +1% chance of critical hit	15	Increases damage and chance of criticals when using Hex Bolt attacks
MUTANT MASTER	Passive	7	+1	N/A	+30% EP regeneration	N/A	+12% EP regeneration	15	Increases EP regeneration rate



DESCRIPTION/BACKGROUND

Wanda and her twin brother, Pietro, were born shortly before their single mother died. She wouldn't know her father for some time. After she joined the Brotherhood of Mutants as the Scarlet Witch, she finally discovered her father's identity... Magneto.

Scarlet Witch has the power to affect probability. This allows her to make the impossible possible. She can swing the pendulum of chance to favor her team, cause enemy attacks to backfire, and force enemies to fight amongst themselves.

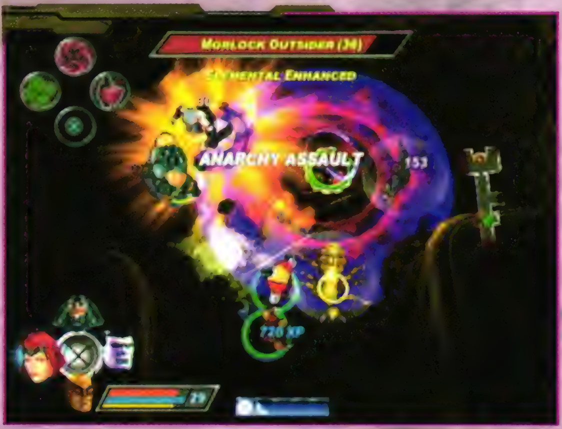
STRATEGY AND SPECIALIZATION

The Scarlet Witch is one of the oddest characters in the game. Her mutant powers are based on probabilities, which aren't always easy to quantify. She can Boost team Damage and Critical Rates, grant Healing to the team (or even Heal everyone outright), and sometimes convert enemies to fight for the team. Thus, she's a great support character, and she has some modest damage skills as well.

Focus is the pride and joy of the Scarlet Witch. Her survival, and that of the team, is based heavily on Energy Points. Throw almost everything into Focus, and use the leftovers for Body. Ignore Speed and Strike entirely. As for equipment, seek items that are going to give the Scarlet Witch Body or Focus. Almost any fancy equipment isn't going to work out. She doesn't get many direct strikes, so it's not worthwhile to take Health/Energy per Knockout items.

Work with Probability Syphon early on to help with Team Energy, and use Misfortune during tougher encounters to create a strong damage reflector. The Scarlet Witch doesn't develop Misfortune until well into her teen levels, and at that time she also gets her Heal. Use Heal very frequently, if you don't already have someone in the team for this purpose. Amplify Luck is another Boost for the team that's almost essential. It provides a better buff to Critical Rates than almost any other skill, save for self-only Passives. The Scarlet Witch truly excels when using Amplify Luck or Heal on teams with a substantial melee component!

Once the team skills are coming together, take Mutant Mastery to reach an even higher bracket of Energy restoration for the Scarlet Witch, and then begin raising her offensive skills. It isn't until her 20s that she receives her better ones anyway. Use Hex Locked (with its scaling chance for a Deadly Strike/one-third enemy health lost instantly), Reality Shift (to turn enemies into crates), and Anarchy Assault (an Xtreme skill that scales to reach a very high Conversion chance).



MORLOCK CLAW (38)
ENERGY RESISTANT
22
720 XP
29

STORM

REAL NAME: ORORO MUNROE

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	DESCRIPTION
LIGHTNING STRIKE	Blast	1	+3	N/A	11-15 Energy Damage	16 EP (+6/Rank)	+9.66 Energy Damage	20	Casts lightning bolt down on enemy
FUNNELS	Trap	1	+3	N/A	6-9 Wind Damage/second, 3 seconds	16 EP (+6.5/Rank)	+6 Wind Damage/second, +0.2 second	20	Two small wind funnels that move outward, stunning enemies as they hit
BLIZZARD	Debuff	7	+3	Funnels	17-22 Wind Damage, 9-12 Wind Damage/second for 4 seconds	26 EP (+6.8/Rank)	+6 Wind Damage, +4 Wind Damage/second	18	Attaches a blizzard to an enemy, damaging other enemies nearby
ELECTRIC SHOCK	Radial	14	+3	Lightning Strike	21-26 Electricity Damage	46 EP (+8/Rank)	+4 Electricity Damage	16	An electric pulse radiates outward, damaging enemies within range
WHIRLWIND	Trap	21	+3	Blizzard	27-33 Wind Damage/second for 4 seconds	62 EP (+8.5/Rank)	+4 Wind Damage/second for 4 seconds	14	Creates a powerful wind vortex that lifts and throws objects and enemies about
CHAIN LIGHTNING	Blast	28	+3	Lightning Strike	66-75 Electricity Damage/second, 94 EP/second Damage/second per chain, 2 chains	+6 Electricity Damage/ (+6 EP/second/Rank)	+5.5 Electricity Damage/second per chain, +0.66 chains	11	Lightning shoots from her hands, chaining from enemy to enemy
STATIC CHARGE	Debuff	28	+3	Whirlwind	+75% Damage, 13 seconds	80 EP (+8.5/Rank)	+6% Damage, +4.2 seconds	11	Charges enemies within range, increasing all damage taken
RAGING TEMPEST	Radial, Xtreme	15	+5	N/A	85-96 Electricity Damage	1 Xtreme Point	+32.33 Electricity Damage	7	Radial lightning and wind attack
WILL OF THE GODDESS	Boost, Xtreme	20	+5	N/A	+25% max EP, 15 seconds	1 Xtreme Point	+7.5 seconds	5	Makes all team members invulnerable and increases max EP
WHIRLWIND ARMOR	Boost	7	+3	N/A	35 damage absorbed, 2-3 Wind Damage, 13 seconds	96 EP (+24.5/Rank)	+3.33 damage absorbed, +0.5 Wind Damage, +2.5 seconds	18	A whirlwind protector that absorbs Energy Damage and Radiation Damage, and damages those who touch her
STORM SHIELD	Boost	14	+4	Whirlwind Armor	+5% R-EL, +5% R-EN, 13 seconds	144 EP (+25/Rank)	+2.8% R-EL, +2.8% R-EN, +2.8 seconds	16	Increases resistances for self and all allies
ELEMENTAL COMBAT	Passive	1	+1	N/A	+50% as Electricity Damage	N/A	+15% as Electricity Damage	15	Adds Electricity Damage to melee attacks
WIND MASTERY	Passive	14	+1	Mutant Master	+18% Damage, +1% critical chance	N/A	+8% Damage, +1% critical chance	15	Increases damage and chance for criticals with Wind Damage
LIGHTNING MASTERY	Passive	1	+1	Mutant Master	+18% Damage, +1% chance for critical	N/A	+8% Damage, +1% critical chance	15	Increases damage and chance for criticals with Electricity Damage
FLIGHT	Ability	1	+1	N/A	Allows Flight	10 EP/second (-2/second/Rank)	Reduces EP cost	5	Allows flying and improves mastery over it
MUTANT MASTER	Passive	7	+1	N/A	+30% EP regeneration	N/A	+12% EP regeneration	15	Increases EP regeneration rate

NOTE

The resists are shown in the table as follows: R-EL= Resist Elemental, R-EN= Resist Energy, R-M= Resist Mental, and R-R= Resist Radiation.

DESCRIPTION/BACKGROUND

Storm's childhood is a tempest of events. Born to N'Dare, an African priestess, and trained by the master thief Achmed el-Gibar, she managed to survive and make the best of whatever life threw her way. The most lasting events of her life have been the bombing death of her parents, being trapped in the rubble of her home, and being worshipped as a goddess because of her mutant ability to control the weather.

Since accepting Professor Xavier's offer to join the X-Men, Ororo has developed her powers far beyond simply causing it to rain. She can generate and control lightning, rain, and wind. This gives her to ability to throw bolts of lightning from her hands, blow enemies off their feet, and even fly. Her one greatest fear is being trapped in a small place again. With her powers, few enemies try to cage Storm.

STRATEGY AND SPECIALIZATION

Storm has ranged power at her disposal at all times, and she can knock single targets or entire groups of enemies out of the fray without breaking a sweat. Although somewhat light on support skills, Storm has such a specialization in dealing ranged damage that she can sometimes give the best frontliners a run for their money (er, Techbits).

After reading the suggestions for the other characters, it might be obvious that Storm needs a massive amount of Focus to function at her optimal level. Honestly, it's worth putting about 90% of her points into it! A tiny fraction should be placed here and there into Body, but Focus needs to go up quickly. It isn't just that Storm needs a good ceiling for her Energy Points. She needs the Energy Regeneration and the chance for double Energy from Packs. Find equipment that raises Elemental damage, triple-stack that onto her as soon as possible, and work to keep those items up to date.

If you're going to choose either the Wind line of skills or Lightning, be aware that the Wind skills offer more peripheral bonuses (Stuns, throwing enemies around, etc.), while Lightning skills are all about damage. When specializing, take the Passive skill that corresponds to it all the way to its cap (Wind/Lightning Mastery is essential).

Elemental Combat has no purpose if Storm is going to stay at range all the time, but it does give her a huge boost to melee combat. It really depends on your playing style. Mutant Mastery, on the other hand, is a Passive that Storm needs more than most characters. Give her several ranks of this early on, and add more as needed. Even with a very high Focus, Storm still has the potential to dump Energy into her enemies very quickly.

Will of the Goddess is the stronger of Storm's two Xtreme skills. It acts at an Energy Point Boost for team members, while protecting everyone from harm for a brief period. Only the duration scales with this skill, sadly, but it rises quickly with added points, so it's worth putting at least one or two ranks into it.

101
768 XP
45

PROMETHEUS CAPTAIN (44)
RADIATED
45

SUNFIRE

REAL NAME: SHIRO YOSHIDA

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	DESCRIPTION
IGNITE	Blast	1	+3	N/A	11-15 Fire Damage	12 EP (+6/Rank)	+9.66 Fire Damage	20	Explodes nearby targets with fire
FLAMETHROWER	Beam	1	+1	N/A	6-9 Fire Damage/second, 10 foot range	14 EP/second (+6.5/second/Rank)	+5.8 Fire Damage, +1 foot range	20	Shoots flames from hands
ATOMIC CHARGE	Projectile	7	+3	Ignite	43-50 Radiation Damage	22 EP (+0.25/Rank)	+13 Radiation Damage	18	An atomic homing projectile
FIERY GEYSER	Blast	7	+3	Flamethrower	11-15 Fire Damage, 370 Knockback	28 EP (+8/Rank)	+4 Fire Damage, +14.66 Knockback	18	Creates a column of flame that harms enemies
BLAZING BARRAGE	Projectile	14	+3	Atomic Charge	30-36 Fire Damage, 1 fire ball(s)	36 EP (+7/Rank)	+5.5 Fire Damage, +0.4 fire ball(s)	16	Launches fire balls at targets
FLAME SWORD	Melee	21	+3	Flamethrower	75-86 Fire Damage, +15% critical chance	46 EP (+6.5/Rank)	+9.66 Fire Damage, +4.33% critical chance	14	Sweeping arc of fire that can hit multiple enemies; increased critical chance
INFERNO	Projectile	21	+3	Blazing Barrage	59-68 Fire Damage, 3-5 Fire Damage/second	72 EP (+8/Rank)	+7 Fire Damage, +5 Fire Damage/second	11	Launches a fireball that explodes on contact and harms nearby enemies
SUPER NOVA	Radial, Xtreme	15	+5	Flame Sword	37-43 Fire Damage, 72-82 Radiation Damage	1 Xtreme Point	+6 Fire Damage, +8 Radiation Damage	7	Mushroom cloud that causes Fire Damage and Radiation Damage
RISING SUN	Boost, Xtreme	20	+5	N/A	+100% Damage, 15 seconds	1 Xtreme Point	+7.5 seconds	5	Makes Sunfire invincible and increases his damage
FLAMING FURY	Boost	14	+3	N/A	+5% Fire Damage, +20% ATK, 13 seconds	132 EP (+25.5/Rank)	+2.8% Fire Damage, +9.66% ATK, +2.8 seconds	16	Adds Fire Damage to melee attacks for self and allies
ION SHIELD	Boost	28	+3	Flaming Fury	+1 DEF, 3-5 Fire Damage/second, 13 seconds	236 EP (+27/Rank)	+0.2 DEF, +1.83 Fire Damage/second, +4.2 seconds	11	Forms shield of atomic particles that increases defense and damages enemies
FIRE MASTERY	Passive	1	N/A	N/A	+18% Fire Damage, +1% critical Chance	N/A	+8% Fire Damage, +1% critical chance	15	Increases damage and chance for criticals with Fire Damage
ELEMENTAL COMBAT	Passive	1	N/A	N/A	+50% as Fire Damage	N/A	+15% as Fire Damage	15	Adds additional Fire Damage to melee attacks
IONIZE	Passive	1	N/A	N/A	+5% R-EN, +5% R-M, +5% R-R, +5% R-EL, +25% resistance to Fire Damage	N/A	+3% R-EN, +3%, R-M, +3% R-R, +3% R-EL, +5.2% resistance to Fire Damage	15	Increases all resistances
FLIGHT	Ability	1	+1	N/A	Allows Flight	10 EP/second (-2/second/Rank)	Reduces EP cost	5	Allows flying and improves mastery over it
MUTANT MASTER	Passive	7	+1	N/A	+30% EP regeneration	N/A	+12% EP regeneration	15	Increases EP regeneration rate

NOTE

The resists are shown in the table as follows: R-EL= Resist Elemental, R-EN= Resist Energy, R-M= Resist Mental, and R-R= Resist Radiation.

DESCRIPTION/BACKGROUND

Shiro Yoshida's beginnings are shrouded in hatred and violence. His mother was wounded by the atomic bomb dropped on Hiroshima during WWII. His father was a statesman working to rebuild Japan after the war, but often was away from home. Shiro was left in the care of his uncle, Tomo, whose anti-American feelings rubbed off on Shiro. Tomo took Shiro to Hiroshima and had him touch the still-radioactive soil in an attempt to awaken his mutant powers. It was successful, and Sunfire was born.

Originally intending to destroy America with his powers, several events have softened his outlook, including the sacrifice of his father to defend America. He has aided the X-Men on several occasions, but he has declined to remain a steady member because of his love for Japan. His powers to ionize the air around him and others, generating great amounts of heat, have come in quite handy. He can fly, throw fire from his hands, and even irradiate enemies.

STRATEGY AND SPECIALIZATION

Sunfire is another one of those mutants who's a bit of everything. He can do moderate damage, aid the team slightly with a decent Boost, and tank with some very nice Resistances. Beyond just about any other character, Sunfire focuses on one type of damage: Elemental/Fire. This means that he can use a single Passive to gain an advantage with many different skills.

None of Sunfire's skills are melee-linked for their damage output, so Strike is not a concern for him. Use Focus as his primary attribute, and follow with Body for the remainder of his points. As for equipment, either look toward Resistance items or those that give Elemental Damage bonuses.

Fire Mastery and Mutant Mastery are extremely important Passives for Sunfire, because they allow him to use his skills more often and with greater effect. To improve Sunfire's attack and survival chances at close range, take Ionize (one of the best Passive Resistance skills in the game) and Elemental Combat. With a fairly high Elemental Combat, Sunfire is actually palatable with longer combos, although he never reaches a point where he can compete with a true melee character.

Flaming Fury and Ion Shield are solid Boosts that don't overwhelm enemy groups, but gently increase the damage that foes take over time. The mainstay of Sunfire's damage comes instead from his Fire Skills. Fire Geyser is keen for making space when Sunfire is about to be overwhelmed. Flamethrower has low power but improves in range with each rank. Ignite is inexpensive, and benefits greatly from bonuses to Elemental/Fire attacks. Flame Sword, at higher levels, is one of the best weapons in Sunfire's arsenal because of its exemplary Critical Rate and decent damage.

Rising Sun is the better of Sunfire's Xtreme attacks for intercepting dangerous enemies. Adding to Sunfire's damage output and making him immune for a short period, Rising Sun increases in duration with additional ranks.

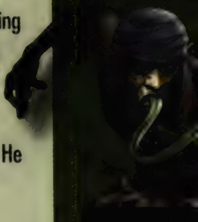
MUTANT MIX (46)
SUPER NOVA
300 XP
29

TOAD

REAL NAME: **MORTIMER TOYNBEE**

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	DESCRIPTION
HAMMER KICK	Melee	1	+3	N/A	+250% Physical Damage, +15% ATK, -5% Enemy DEF, 3 seconds	10 EP (+4.4/Rank)	+30% Physical Damage, +3.66% ATK, -0.75 Enemy DEF, +0.2 seconds	20	A quick kick, lowering an enemy's DEF
TONGUE STRIKE	Melee	7	+3	N/A	+310% Physical Damage, +25% ATK, 1-second stun	18 EP (+4.5/Rank)	+30% Physical Damage, +4% ATK, +0.175 seconds	18	A quick tongue stab that stuns victims
MUCOUS SPIT	Projectile	14	+3	N/A	53-61 Physical Damage, 4 seconds	26 EP (+4.66/Rank)	+9.66 Physical Damage, +0.266 seconds	16	An explosive bile projectile, leaving a sticky substance on the ground
TONGUE LASH	Melee	21	+3	Hammer Kick	+270% Physical Damage, +40% ATK	38 EP (+5.33/Rank)	+18.5% Physical Damage, +8.5% ATK	14	Wider tongue attack that strikes several enemies and causes popup
NOXIOUS SPEW	Projectile	28	+3	Mucous Spit	72-82 Radiation Damage, 21-26 split Physical Damage	54 EP (+6/Rank)	+6.8 Radiation Damage, +4.5 split Physical Damage	11	A poisonous bile projectile that does Radiation Damage on impact, splitting off to hit more than one enemy
LEAP ATTACK	Charge	28	+3	Tongue Lash	+350% Physical Damage, 40 Knockback	48 EP (+5.5/Rank)	+20% Physical Damage, +58 Knockback	11	Leaps at targets, doing radial damage on impact; press and hold button to leap farther
TONGUE WHIP	Radial, Xtreme	15	+5	N/A	+550% Physical Damage, +75% EP	1 Xtreme Point	+150% Physical Damage, +13.33% EP	7	Xtreme 360-degree tongue strike
PLUNDER	Boost, Xtreme	20	+5	N/A	300% Packs dropped, 200% Techbits dropped, 15 seconds	1 Xtreme Point	+7.5 seconds	5	Increases Packs and Techbits dropped by enemies
SECRETION	Boost	1	+4	N/A	+10% Movement Speed, +30% Damage, 13 seconds	40 EP (+17.66/Rank)	+2.25% Movement Speed, +3% Damage, +2.25 seconds	20	Secretes pheromones that enhance team speed and increase Melee Damage
TAUNT	Debuff	14	+3	Secretion	-10% DEF, -10% ATK, 7 seconds	100 EP (+19/Rank)	-2.25% DEF, -2.25% ATK, +1 second	16	Insults enemies, causing them to attack and reducing their stats
BLOCK	Ability	7	+3.5	N/A	100% EP/Damage blocked	N/A	-12.5% EP/Damage	5	Allows heroes to protect themselves from all attacks by blocking damage at the cost of EP
SPIT MASTERY	Passive	14	+1	Mutant Master	+18% Spit Damage, +1% critical chance	N/A	+8% Spit Damage, +1% critical chance	15	Increases damage and chance for criticals when using Spit attacks
TONGUE MASTERY	Passive	21	+1	Critical Strike	+18% Tongue Damage, +1% critical chance	N/A	+8% Tongue Damage, +1% critical chance	15	Increases damage and chance for criticals when using Tongue attacks
CRITICAL STRIKE	Passive	1	+1	N/A	+5% chance	N/A	+2% chance	15	Increases chance of criticals for melee attacks
MUTANT MASTER	Passive	7	+1	N/A	+30% EP regeneration	N/A	+12% EP regeneration	15	Increases EP regeneration rate



DESCRIPTION/BACKGROUND

Mortimer Toynbee's childhood and early adult life are fraught with neglect and ridicule. He was abandoned by his parents when he was so young that he can't remember anything about them. He was placed in an orphanage, but was isolated from the other children by his ugliness, unusual physique, and jumping ability. His loneliness affected his learning abilities so greatly that it caused the teachers to misdiagnose him as mentally retarded. Mortimer's longing for attention and acceptance caused him to join the Brotherhood of mutants when Magneto offered him a spot.

Toad's unusually flexible spine allows him to move quickly and unexpectedly during combat. His jumping makes the assault on an enemy's senses even more potent. He augments his agility and jumping with a noxious, sticky spit that can hurt enemies, and a long prehensile tongue that can hit people, grab and hold items, and trip enemies.

STRATEGY AND SPECIALIZATION

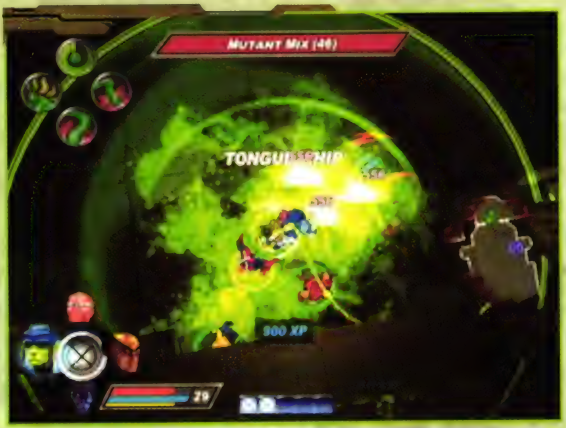
Toad is a frontline fighter with a scrappiness that fits his falsely humble appearance. With martial combat, tongue lashes, and spitting, Toad has no trouble knocking his opponents out of the fight. He benefits from having many melee-damage-linked skills, and has effective Xtreme skills as well. On top of it all, Toad Boosts team Melee Damage and Movement Rates.

Toad needs a bit of everything, attribute-wise. Lean on his Strike to raise his Melee Damage, place 50% of his points into Strike, and then spread the rest evenly into Body, Speed, and Focus. Toad's skills are a tad more costly than those of some of the other frontliners, and he needs to raise his skills somewhat more often to keep up in damage. (The other frontline types gain more from Strike, or have better Passive skills to assist with their damage at early levels.)

Toad is a late bloomer. His Tongue Mastery opens the way for some beautiful combinations, but he can't bring it all together until at least his teens.

Invest in the long term by raising Critical Strike, Tongue Mastery, and Secretion to Boost everyone's damage and speed. Take Tongue Strike when it becomes available, and rely on that to Stun and defeat enemies. Continue to raise all four of these skills, and use Tongue Whip for groups once you reach Level 15 and beyond. Tongue Lash, finally gained in the early 20s, gives Toad a group attack without needing to use Xtreme Points, so that's useful as well.

Toad's leaping and spitting isn't as good for dealing damage, but these skills can disrupt enemies. If Toad isn't being used as a damage dealer, he can support other heavy types. Skills like Mucous Spit are useful for holding enemies in place while ranged attackers have their way.



WOLVERINE

REAL NAME: LOGAN

SKILLS

NAME	TYPE	LEVEL REQ	REQ SCALING	PREREQ	RANK 1 BONUSES	COST	IMPROVEMENTS PER RANK	RANKS	SPECIAL BONUS	DESCRIPTION
FERAL SLASH	Melee	1	+3	N/A	+300% Physical Damage, 40 Knockback	10 EP (+4.33/Rank)	+36.33% Physical Damage, +10.8 Knockback	20		Increased melee attack with Knockback
CLAW FLURRY	Melee	7	+3	Feral Slash	+310% Physical Damage, 1-second stun	14 EP (+3.66/Rank)	+30% Physical Damage, +0.16-second stun	18		Increased melee combo that stuns victims
BLOODLUST	Melee	14	+3	Feral Slash	+440% Bleed Damage over 3 seconds	44 EP (+3.25/Rank)	+13.33% Bleed Damage over 3 seconds	16		Increased melee attack as Bleed Damage
EVISCERATE	Melee	21	+3	Claw Flurry	+675% Physical Damage, +50% damage taken for 4 seconds	42 EP (+6/Rank)	+44.2% Physical Damage, +2.16% damage taken for 4 seconds	14		Increased melee attack causing extra damage for a short time after
LETHAL LUNGE	Charge	28	+1.5	Bloodlust	+575% Physical Damage, 2 5% chance for instant knockout, 40 Knockback	40 EP (+4.4/Rank)	+32.5% Physical Damage, +5.5% chance for instant knockout, +57.5 Knockback	15		Launches forward, knocking back enemies where he lands and brutally slashing his targ
CLAW FRENZY	Melee	28	+3	Eviscerate	+340% Physical Damage, +10% speed per hit for 3 seconds	44 EP (+4.8/Rank)	+20% Physical Damage, +0.66 speed per hit for +0.5 seconds	11		Multiple slashing attacks, with each hit increasing attack speed
BERSERKER FURY	Radial, Xtreme	15	+5	N/A	+650% Physical Damage, 3 targets	1 Xtreme Point	+33.33% Physical Damage, +1 targets	7		Slashes multiple targets in a blinding flurry of rage
RUDE AWAKENING	Boost, Xtreme	20	+5	N/A	10% of Max HP restored, 180 seconds	1 Xtreme Point	+16% of Max HP restored, +30 seconds	5		Gives Wolverine ability to revive himself if he's defeated within boost lifetime
BERSERKER RAGE	Boost	1	+3	N/A	+40% DEF, +10% attack speed, 13 seconds	32 EP (+14.33/Rank)	+7.5% DEF, +4% attack speed, +2.2 seconds	20		Boosts defense and movement
SCREAM	Debuff	14	+3	Berserker Rage	-20% DEF, 2 seconds	84 EP (+15/Rank)	-2.8% DEF, +0.25 seconds	16		Causes enemies to run in fear and decreases their defenses
BLOCK	Ability	7	+3	N/A	100% EP/Damage blocked	N/A	-12.5% EP/Damage	5		Allows heroes to protect themselves from all attacks by blocking damage at the cost of E
CLAW MASTER	Passive	1	N/A	N/A	+18% Damage, +1% chance for critical	N/A	+8% damage, +1% chance for critical			Increases effectiveness of claw power attacks
ENHANCED SENSES	Passive	1	N/A	N/A	+10% ATK, +5% DEF	N/A	+5% ATK, +5% DEF	15	Reveals hidden enemies at Rank 11	Animal instincts allow a natural increase in ATK and DEF
STRONG WILLED	Passive	1	N/A	N/A	+5% R-EN, +5% R-M, +5% R-R, +5% R-EL	N/A	+3% R-EN, +3%, R-M, +3% R-R, +3% R-EL	15		Increases all resistances
REGENERATION	Passive	1	N/A	N/A	1% of Max HP every 6 seconds	N/A	+0.35% of Max HP every 6 seconds	15		Heals over time
MIGHT	Ability	1	N/A	N/A	Can lift heavy objects; can damage reinforced walls and objects	N/A		1		Increases lifting strength and destruction level of melee attacks

NOTE

The resists are shown in the table as follows: R-EL= Resist Elemental, R-EN= Resist Energy, R-M= Resist Mental, and R-R= Resist Radiation.

DESCRIPTION/BACKGROUND

Born James Howlett, Logan (as he's known today) was involved in experiments at the Weapon X laboratories. During these experiments, his memory was permanently damaged and unbreakable adamantium reinforcements were added to his entire skeleton. If it weren't for his extremely potent ability to heal, he wouldn't have survived. These experiments left Logan with a virtually indestructible skeleton, adamantium claws that slide out from between his knuckles, and no recollection of his past.

Since he escaped from the Weapon X laboratories, Logan has continued to hone the powers he had before the experiments, as well as learning how to use the adamantium claws and skeleton he was given. With his keen mutant senses, healing factor, and animalistic instincts, he's a force to be reckoned with. Serving in a number of teams, including Canada's Department H and the X-Men, he's become a fighting force that few can match and fewer still can overcome. To be on the wrong side of Wolverine's claws is to court defeat.

STRATEGY AND SPECIALIZATION

Wolverine is a prominent frontliner who excels in melee combat. Even though Rogue, Colossus, and Juggernaut receive more for their points in Strike, Wolverine can go toe-to-toe with them because of his powerful combat skills, effective Passives, and sheer style.

Attribute allocation is the same as with many of the other hardcore damage dealers: A high Strike (75%), followed by a split between Body and Speed. Even with a modest Body and Speed, Wolverine won't be too soft because of his defensive Passives and the slight benefit from his Healing Factor. Take extremely high-damage equipment and fill every slot with it. Wolverine's best chance for a safe victory is to quickly defeat non-boss targets with single hits. It's entirely doable.

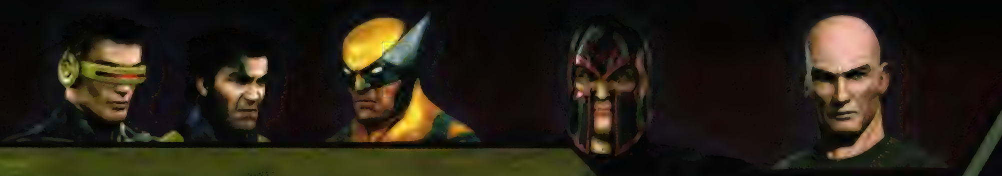
For a long time, Feral Slash is going to be your primary attack skill. Combinations of normal attacks are fine to use as well, but Feral Slash is a one-shot wonder. Each level is going to improve the damage this skill deals, and the knockback gives Wolverine time to prepare a second Feral Slash, if the first one doesn't drop the target.

Because Wolverine is going to be very low on Energy for quite some time, put skill points into Passives (Claw Mastery must be capped for almost any Wolverine build), and then increase Enhanced Sense and Strong Willed slightly. Later on, Eviscerate becomes a true killer against bosses and other large targets. Wolverine benefits greatly from using a full Eviscerate initially, and then capitalizing on the damage increase from using other high-end attacks.

Berserker Fury is a complete room-clearer. Anything that's close enough for Wolverine to hit is going to take massive damage, and additional ranks will up the ante while including more targets. It's hard to find many Xtreme skills that are as appealing and useful as Berserker Fury, when you specialize Wolverine for maximum Melee Damage. This can easily add up until Wolverine can clear groups of minions and leaders with one attack, destroying enough to collect a shard or two toward his next Xtreme Point.

Regeneration is the skill that represents Wolverine's Healing Factor. Having a single rank in this skill is a great idea, but the scaling on Regeneration is troublesome. Wolverine already has so many Passives to increase, and the improvement in his survivability doesn't change greatly from one rank in the skill to a full 15. Those extra 14 points could be much better spent raising Wolverine's Attack/Defense or his Resistances.

ANUBITE (46)
BERSERKER FURY
30
300 XP



LOOKING GOOD IN TIGHTS

This chapter contains the tables for the game's major items. It also explains the functions of the various terms applied to enhanced items. Read more about saving those precious Techbits, and what you can do to push your equipment to its limits. Carefully choosing which gear to use for a given character can make all the difference in their battle performance.

EXPLAINING EQUIPMENT RULES AND TERMINOLOGY

Each piece of equipment has a level requirement. This is the minimum level your character needs to be in order to use the equipment. While this number is inflexible, it shouldn't be the only number you look at. The level requirement only indicates whether or not your character can use the item. It doesn't tell you if the item is useful to your character. As such, it should be viewed as a limiting factor, not the determining factor.

Your character's Defense stat (DEF) is greatly affected by the armor they wear. This determines how much damage your character takes when engaged in melee. Melee and tanking characters need armor with higher Defense, while ranged and support characters don't need as much. Don't neglect the defense of the softer characters, because you never know when you'll be ambushed from behind.

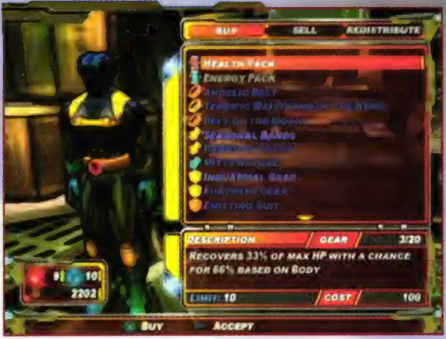
A character's Attack (ATK) can also be affected by armor. This helps determine whether you hit an enemy in melee. These equipment pieces are rare and are coveted by players using melee characters. Characters who spend most of their time in close quarters with enemies will want equipment that gives them a very high Attack.

Use Energy Station
47

Use Health Station
47

An item's rarity and relative power can be quickly determined by the color its name appears in. White text means the item is common and not terribly powerful. These items are generally used to fill holes in your equipment until you can find something better.

Items in blue text are enhanced. They're more powerful than white items and are likely to be the mainstay of your equipment for some time. Several blue items may give bonuses that are good for your characters, but an item shouldn't be used based solely on color. Look at the bonuses, and give the item to the character who will benefit most from it.



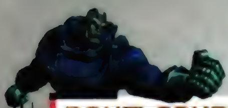
RECOVERS 33% OF MAX HP WITH A CHANCE FOR 66% BASED ON BODY

ROGUE
HEALTH
ENERGY
2202
REMOVE
REPLACE
DETAILS
L2 SKIN
ACCEPT

Yellow items are either character-specific, skill-boosting, or rare. Make sure your character will benefit from the skill or attribute boost before you use the item. Also keep in mind that higher levels of abilities generally come with a higher Energy Point cost. Your character should be able to use the skill without depleting their Energy Points, in order for it to be considered an upgrade.

Health Packs are found on enemies, in chests, and behind walls. These small red bundles of joy are useful in most situations, and *very* useful in boss fights. Using a Health Pack restores 33% of your total HP. Your character's Body attribute determines the chance of critically using the Health Pack and having 66% restored. There's no cooldown time, and several packs can be used quickly.

Other items to keep stocked are Energy Packs. They look like Health Packs (but blue instead of red) and function similarly. Using an Energy Pack instantly restores 33% of a character's EP, which can be very useful in large fights where you're using powers in rapid succession. Critically using an Energy Pack and having 66% restored is determined by your character's Focus attribute.



DON'T CONSERVE POWER

Don't be shy about using Energy Packs. If your EP runs low during a fight, use an Energy Pack and continue using your hard-hitting powers, instead of letting your EP regenerate normally. This will keep your DPS (damage inflicted per second) high, and will end the fight sooner rather than later. Use your Health Packs if you get in a jam, but use your Energy Packs to keep from *getting* in a jam.

HUNT GREENS

There are Green items in the game that should be the most sought-after items. Theyire character-specific and are the most powerful items in the game. However, you wonit find any if you play Easy mode; try out Normal or Hard mode to dig a few up.

Both Beast and Forge offer to sell you a Grab Bag, which contains a mystery item. You don't know what you're going to get! This item costs a lot of Techbits, and it only gets more expensive as you attain higher levels. It's often hard to get your Techbits' worth when you buy a Grab Bag. If you're feeling lucky, save your game before using the Grab Bag, and spend all your Techbits until you get an item you want. If the item was worth the bits, keep playing. If not, just reload your saved game.

USING TECHBITS

As noted, the unit of currency in *X-Men Legends II* is the Techbit. There's no limit to how many Techbits you can carry. Selling extra items, finding Techbits inside boxes or on enemies, and occasional Techbit Stations increase your Techbit count. This section explains how and where to use those precious points to get the most bang for your bit.

1 Remaining
1:07
Moves 45

Use Blink Portal

PURCHASING AND SELLING EQUIPMENT

The primary focus for your Techbit budget is to keep your team well-equipped and ready for the most troubling combat conditions. Although you'll discover many fine items out in the field by fighting powerful creatures, mutants, and so forth, it's still important to talk to Beast or Forge on each trip back to the base.

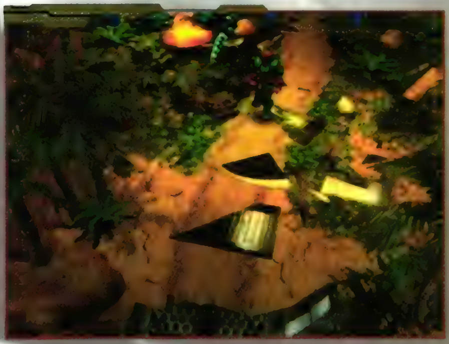
Make a routine out of this to save time. Collect equipment while fighting the enemies that stand in your way. Don't even worry about what you're picking up. It takes almost no time to have Blink return you to base, so there's no harm in filling up your inventory. After getting a large collection of items, take Blink's portal back to base and sell any equipment that isn't useful for your team. Then, make a quick perusal of the items available for purchase, and buy any that you can use. Selling items more often means more Techbits to spend, and looking for items to buy each time guarantees that you won't miss that one special item you've had your eye on.

THE STORE INTERFACE

Notice that the Sell category includes equipment that's currently being used by your team members, and even characters who are relaxing at the home base. These items are mixed in with the equipment being carried. Equipped items don't count against your Gear total, but good items might be sold if y . It's an accident waiting to happen.

Look for the golden box around an item's icon. This tells you that the equipment is already being used by one of your characters. Only sell the item if you're absolute want to kiss it goodbye.

As a last resort, you can buy items back from the store if you want. Everything that you sell temporarily goes into the store's inventory (you can switch tabs and take a look for yourself). The problem here is that the buying price is *ten times* the original sell value. Plus, if you leave the store and return, all of those temporary items will be gone, so you must purchase the item immediately if you want to hold onto it.



Normally, the team can only carry 20 pieces of equipment that aren't already being used. That is an important stipulation. If you want to hold onto various items that you come across, but you still want to have plenty of space in your inventory, use the Hero Stash back at base, or swap other characters into your team and equip them with better gear before switching back to your favorite characters.

The Hero Stash is a chest for spare items. There's a Hero Stash in every base area, no matter which Act you're going through. Each Hero Stash is connected, and items from one Act are moved to the next automatically. Although there's a finite amount of space in the Stash, this is still a good place to leave items that you plan on using in the future (perhaps because the level requirements are too high for your current team).

The other method, switching to other characters and equipping them with better items, is useful for keeping the average level of equipment at a higher bracket among the secondary characters. If you don't take some time to upgrade your lesser-used characters, they'll be lower in level *and* poorly equipped when you want to try them out. At least give them top-notch gear for their level. Swap equipment with them, and sell the low-level items that they were wearing.

BUYING SKILL POINTS, LEVELS, AND REDISTRIBUTION

When you talk to Beast or Forge, you can purchase skill and level options. There are two skill "items" you can purchase for any character on your team: bonus skill points, or a redistribution of all of your skill points. The other purchase on that third tab of the store is a free level for one character.

Bonus skill points are the least expensive purchase from the Redistribution tab. Their cost is based on two things: the character's current level, and the number of bonus skill points you've already purchased. Buy them for your favorite characters as early as possible! The first point is cheap enough to be considered low-hanging fruit. The cost triples each time a point is purchased (and this counter never resets), but that point is essentially giving you a free level's worth of skill advancement.

Because of the triple cost of buying additional skill points for the same character, it's better for your team's overall power level to spread these free points around. Get a free point for each of your favorite characters, and then wait to purchase the next round of points until the cost has been nominalized by increasing profits of sales and Techbit drops out in the field.

The best investment for bonus skill points is somewhat subjective, but a solid selection is to put the points into Passive skills. Your characters won't have to worry about increased Energy Point costs before they're at an adequate level to handle such problems. Also, having higher Passive skills makes it easier to level, no matter your playstyle. Even an extra 3% to all Resists can make a dramatic difference in the long run.

Press SELECT to Level Up
Pick up Waistband

Sketch Book

A full redistribution of a character's skills is inexpensive the first time you choose it, and many players only need a single redistribution to achieve their goals. This option resets all of that character's skill points, so you can allocate them in a way that's more to your liking or that's more efficient at that character's higher levels. This often does wonders for characters who need to rely on somewhat less-powerful skills early on, when their Focus was low. The trick is to wait for higher levels, perhaps around 40 or so, and then to buy a skill redistribution and focus on only the actual skills your character uses and needs.

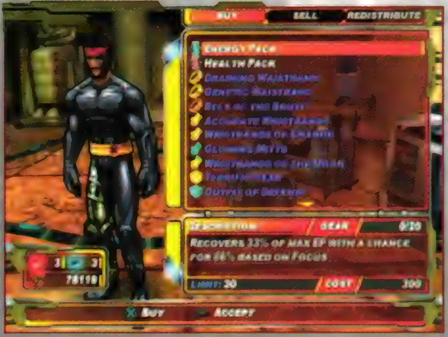
Free levels are obviously a gift for any character, but don't let the low cost of 20,000 Techbits fool you. It doesn't stay a bargain for long. A second free level for any character costs a substantial 400,000 Techbits! For this reason, it's best to hold off on the free levels for any character until your team is pretty powerful already, or you hit an area that feels a bit too tough for your current team.

GETTING A FULL FREE LEVEL

Purchasing an extra level for a character sounds like a bargain you can't pass up, but like all good things, you have to be watc

enough experience to gain your next level. If you were only a few points away, you would spend 20,000 Techbits for a few points of experience. That's not such a good deal when you can gain that level through normal means, and then pay the 20,000 Techbits for an entire level of experience!

EQUIPMENT TABLES



Recovers 33% of max EP with a chance for 66% based on Focus

BELT TABLE

NAME	LEVEL REQ	ATK	DEF
Waistband	0	0	5
Belt	5	0	10
Coil	15	0	19
Tech-Coil	20	0	50
Nanobelt	25	0	70
War Belt	30	0	90
Defender	40	0	150
X-Guard	40	0	100
Utility	50	0	140

GLOVE TABLE

NAME	LEVEL REQ	ATK	DEF
Bands	0	5	0
Gloves	5	10	0
Mitts	10	10	0
Wristbands	15	10	0
Sheaths	20	30	0
Gauntlets	25	30	0
Bracers	35	60	0
X-Gloves	40	50	0
Fists	60	60	0

UNIFORM TABLE

NAME	LEVEL REQ	ATK	DEF
Gear	0	0	10
Outfit	15	0	50
Nanogear	20	0	100
Suit	20	0	20
X-Armor	25	0	125
Uniform	30	0	170
Nanofiber	40	0	420
X-Uniform	40	0	450
Aegis	50	0	450

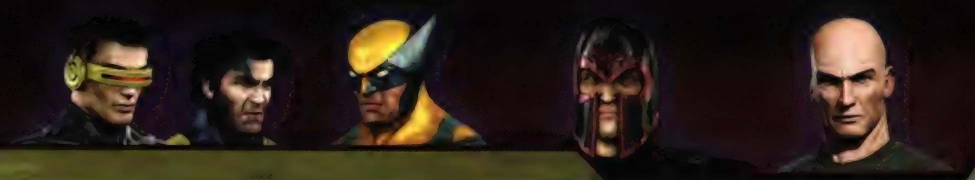


TABLE OF ITEM TERMS

NAME	LEVEL REQ	DESCRIPTION OF ABILITY
Marvelous	1	Adds to Damage
Amazing	20	Adds to Damage
Astounding	40	Adds to Damage
Fabulous	40	Adds to Damage
Super	50	Adds to Damage
Heroic	60	Adds to Damage
Industrial	1	Adds to Maximum Damage
Avenging	20	Adds to Maximum Damage
Technical	30	Adds to Maximum Damage
Wired	40	Adds to Maximum Damage
Geared	50	Adds to Maximum Damage
Engineered	60	Adds to Maximum Damage
Divine	1	Adds to Minimum damage
Angelic	20	Adds to Minimum Damage
Mythical	30	Adds to Minimum Damage
Celestial	40	Adds to Minimum Damage
Abstract	50	Adds to Minimum Damage
Puzzling	60	Adds to Minimum Damage
Complete	70	Adds to Minimum Damage
Nature	15	All Resistances
Shadow	30	All Resistances
Mystery	45	All Resistances
Secrecy	60	All Resistances
Body	1	Body
Stamina	20	Body
Physique	30	Body
Vigor	40	Body
Form	50	Body
Being	60	Body
Terrific	15	Bonus ATK
Impressive	20	Bonus ATK
Fantastic	35	Bonus ATK
Wondrous	40	Bonus ATK
Dark	50	Bonus ATK
Primal	60	Bonus ATK
Superb	70	Bonus ATK
Honor	10	Bonus DEF
Defense	20	Bonus DEF
Security	30	Bonus DEF
Justice	40	Bonus DEF
Courage	50	Bonus DEF
Warding	60	Bonus DEF
Abnormal	20	Bonus Health Points
Spliced	30	Bonus Health Points
Extreme	40	Bonus Health Points
Deviant	50	Bonus Health Points
Mutated	60	Bonus Health Points
Evolved	70	Bonus Health Points
Precision	25	Bypasses Enemy Defense
Flawless	1	Damage Reduction
Towering	20	Damage Reduction
Supreme	30	Damage Reduction
Optimum	40	Damage Reduction
Ultimate	50	Damage Reduction
Zenith	60	Damage Reduction
Seasonal	1	Electrical Damage
Astonishing	20	Electrical Damage
Incredible	30	Electrical Damage
Elite	40	Electrical Damage
Goddess	60	Electrical Damage
Moon	15	Elemental Resistance
Dust	30	Elemental Resistance
Earth	50	Elemental Resistance
Uncanny	1	Energy Damage
Accurate	20	Energy Damage
Inspired	30	Energy Damage
Nemesis	40	Energy Damage
Unstable	60	Energy Damage
Tingling	60	Energy Damage
Draining	1	Energy Per Knockout
Fortified	20	Energy Per Knockout
Perpetual	30	Energy Per Knockout
Absolute	40	Energy Per Knockout
Energized	50	Energy Per Knockout
Immense	60	Energy Per Knockout
Survival	1	Energy Points
Change	20	Energy Points
Science	30	Energy Points
Legend	40	Energy Points
Evolution	60	Energy Points
Mutants	60	Energy Points
Myth	70	Energy Points
Hero	15	Energy Resistance
Olympus	30	Energy Resistance
Poseidon	45	Energy Resistance
Ares	60	Energy Resistance
Hades	70	Energy Resistance
Focus	1	Focus
Thought	20	Focus
Sense	30	Focus
Aptitude	40	Focus
Intuition	50	Focus
Vision	60	Focus
Intellect	70	Focus
Absorbing	1	Health Per Knockout
Healthy	20	Health Per Knockout
Consuming	40	Health Per Knockout
Vital	40	Health Per Knockout
Sapping	50	Health Per Knockout
Healing	60	Health Per Knockout
Devouring	70	Health Per Knockout
Genetic	20	Health Points
Psychic	5	Mental Damage
Visionary	20	Mental Damage
Telepathic	30	Mental Damage
Sentient	40	Mental Damage
Cerebral	50	Mental Damage
Astral	60	Mental Damage
Mind	15	Mental Resistance
Echoes	30	Mental Resistance
Calm	45	Mental Resistance
Serenity	60	Mental Resistance
Glowing	1	Radiation Damage over time
Emitting	20	Radiation Damage over time
Fusion	30	Radiation Damage over time
Atomic	40	Radiation Damage over time
Nuclear	50	Radiation Damage over time
Uranium	60	Radiation Damage over time
Shielding	15	Radiation Resistance
Cooling	30	Radiation Resistance
Cover	45	Radiation Resistance
Diffusion	60	Radiation Resistance
Refuge	70	Radiation Resistance
Agility	10	Speed
Swiftness	20	Speed
Quickness	30	Speed
Symmetry	40	Speed
Finesse	50	Speed
Action	60	Speed
Speed	70	Speed
Striking	1	Strike
Brute	20	Strike
Strength	40	Strike
Beast	40	Strike
Titan	50	Strike
Torment	60	Strike

TRYING TO CONTROL THE MUTANTS

It's well and good to have the perfect group of characters. However, it doesn't make any difference how good they are if you can't make them do what you want. This chapter describes each control, its uses, and its possible combinations with other controls. The interface itself is explained in full to make sure that all players start on a level playing field.

PRIMARY CONTROLS

The first and most basic set of controls is for movement. Up is toward the top of the screen, and Down is toward the bottom of the screen. This sounds very simple, but there's some subtlety to moving around.

The camera follows you, and eventually rotates directly behind you. This can cause a bit of confusion when you're moving *left* and it slowly becomes *up*. Luckily, the camera moves slowly and won't be a burden during combat. Action outside of combat is slower-paced, and you can fix little problems without endangering your team.

Basic melee actions are split into two controls. **Attack** gives you a fast, lower-damage move that's good for gaining initiative or chaining with the second action. **Smash** is a slower, high-damage maneuver that's best used after combat has started and in conjunction with Attack.

Jump has several uses. It gets you across small openings, over railings, and over other characters. When playing with several NPC allies, you'll probably get caught behind them in a door or against the wall. Simply jump over them to resume moving. This tactic works against enemies as well, provided they aren't Stunning you or knocking you down.

Throughout the game there will be doors, stations, and challenges that need to be manipulated in some way. **Interact** opens doors, uses stations, and begins challenges; it also opens speech menus with the X-Men at your base who have information or items. Anytime you want to do something that doesn't involve hurting an enemy, you'll probably want to use Interact.

Secondary battle controls involve using Health Packs and Energy Packs, which will produce noticeable results in your Health and Energy bars. Each character has a chance to gain twice the effect from a Health or Energy Pack, based on that character's attributes. **Body** determines the chance for double Health, and Focus determines the chance for double Energy.

Call to Action notifies your teammates that you want them to assist you with your target...*now!* This is useful for increasing the damage of combo attacks, or if you get in trouble and need the team to bail you out. One of the greatest things about Call to Action is that the combination of skills acts synergistically. A damage bonus is assigned at the end of the combo, and a slight XP reward is given as well.

The more complex battle controls are for your skills, all of which are set in the character screen. One is reserved for your Xtreme power, while the other three are for your active skills (those that cost Energy Points to use). A mini-display of your skills shows up when you're preparing to activate them, but you shouldn't need to look to know which button to press. To increase your battle efficiency, memorize each control and remember its corresponding skill. You don't want to look away from a fight and stare at your skills every time you need to do something.

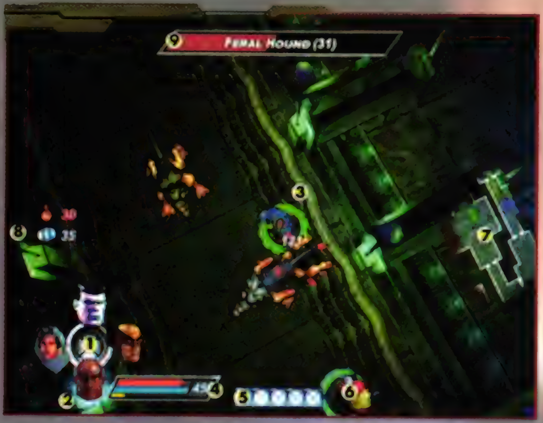
Your team's icons are shown in the bottom-left corner of the screen. This shows who you're actively playing, and which control is linked to which teammate. Character positions are set in the character screen at Xtraction Points. For simplicity's sake, keep your primary character in the same spot, and keep character types in the same locations. (That is, the tank is always in the same spot, whether it's Colossus, Juggernaut, Rogue, etc.) This way, you always know which control to hit when you need to switch.

UNDERSTANDING THE INTERFACE

X-Men Legends II has more information for you than can fit on a single screen. This information is split into visual indicators, audible cues, and force feedback.

VISUAL INDICATORS

The majority of information is displayed visually. There are several gauges and notifications onscreen at any given moment.



LEGEND

1	Team Portraits
2	Selected Character's Portrait
3	Selected Character
4	Character Information
5	Xtreme Meter
6	AI-Controlled Character
7	Mini-Map
8	Pack Inventory
9	Enemy Information

The team portraits show which character is in each position. The selected character has an enlarged portrait with a blue light behind it.

There are four parts to the character information. The top bar is your current Health. The color of this bar changes to yellow when you're wounded and red when you're critical. The center bar shows your current Energy Points. The number to the right is your level, and the bottom bar shows how far into the level you are. When it's full, you gain the next level. At this time, you should enter the Character Screen and spend points to improve your skills and attributes.

The Xtreme meter is on the bottom of the screen, a line with five boxes. It shows the maximum number of Xtreme points you can store. This begins at level 15 and increases through 35 (every five levels, you can fill another box in the meter). Knocking out or destroying enemies and walls rewards you with Xtreme shards. Four shards are required to fill a single box. The shards are shown as white chips in the boxes.

AI characters often lag behind you slightly. They can appear suddenly near your location if they fall too far behind. Blue arrows point toward their current positions when they're offscreen. When onscreen, the most important information is contained in the rings around their feet. The blue outer ring shows how much energy they have. It darkens as they expend their Energy and brightens as they recover it. The inner ring indicates current Health. It changes color with Health level, just as yours does: green for healthy, yellow for wounded, and red for critical.

The green arrow on the minimap always points at the primary character. Gray areas show explored regions with white walls. Red areas indicate regions yet to be explored. The blue "X" shows an Xtraction point. Red points on the map indicate places of importance for current objectives.

Anytime you pick up or use a Health or Energy Pack, your current inventory is displayed. The numbers beside the blue ones reveal your number of Energy Packs, and the numbers beside the red ones indicate your number of Health Packs.

The enemies show as much information as your character does. The Health bar shows how wounded an enemy is, while the color of the Health bar shows any special effects on the enemy. When the bar is silver, the enemy is Immune or highly resistant to your attacks. There are instructions under the bar on how to end the Resistance or Immunity, such as certain Attack/Smash combos, killing all minions, killing a group's leader, etc.

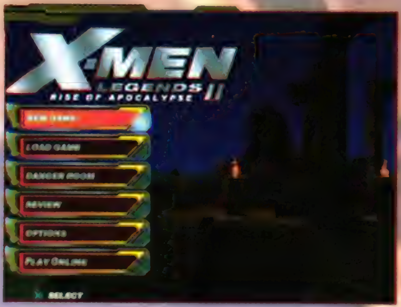
AUDIO CUES

In *X-Men Legends II*, you need to use your ears as well as your eyes. Picking up an item triggers a sound, and Health and Energy Packs make different sounds than Xtreme shards and Techbits. Learn these sounds so you don't have to look every time you pick something up.

FORCE FEEDBACK

There's only one major feature with controller feedback on compatible systems. This vibration is triggered when your primary character is low on Health. As soon as the situation is remedied (hopefully by using a Health Pack or some Healing skills), the bad vibrations end.

MAIN MENU



The first thing you encounter when starting the game is the Main Menu. Some of the features are self-explanatory, such as New Game and Load Game.

Danger Room has several functions. It allows you to pit a team against a group of hand-picked enemies, in a predefined area, in Sparring mode. As the enemy difficulty increases or your victory time decreases, your records are viewable in the Records mode.

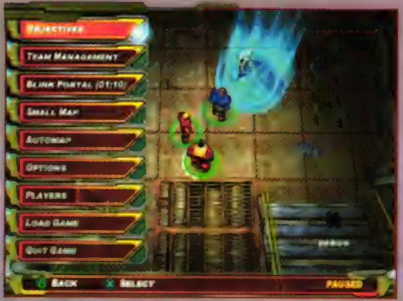
Skirmish mode is more complex. There are several ways to play against another.

SKIRMISH MODE	RULES	GOAL
Brawl	4 Characters	Most knockouts within the time limit
King of the Hill	1 Character	Collect the power booster to use Xtreme skills and survive the longest
Last Man Standing	1 Character, 4 Lives	Survive the longest
Last Man Ladder	1 Character, 4 Lives	Gain power when you're knocked out; survive the longest

Review shows you everything you've found or unlocked in the game. You can view the loading screens and concept art, or read the comics. If you're unfamiliar with the characters, spend some time learning more about them.

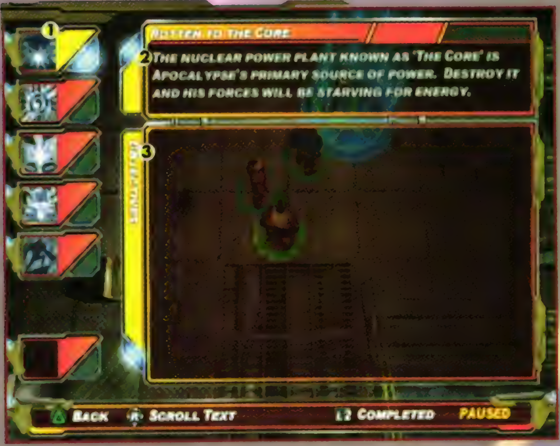
The Options menu allows you to customize the game. Both general volume and effects volume are here, as are the camera options. The control setup should be customized to your way of playing. This will enhance your gameplay experience.

IN-GAME MENU



Bring up the In-Game Menu for many items that can assist you. The first and foremost is the pause function. Using the in-game menu pauses your game until you exit the menu.

OBJECTIVES


1
2
3
Rotten to the Core
Objectives
Back
Scroll Text
L2 Completed
Paused

The nuclear power plant known as 'The Core' is Apocalypse's primary source of power. Destroy it and his forces will be starving for energy.

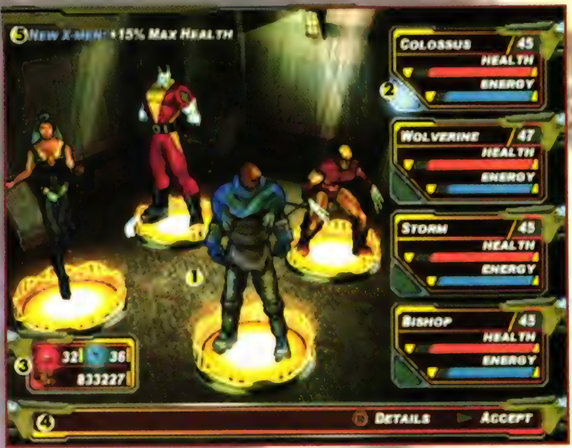
LEGEND

1	Section List
2	Section Description
3	Section Objectives

The Section List shows all the parts of the current Act that you've been through. More parts are revealed as you progress through the Act. Unexplored areas are indicated by a blank picture. The Section Description is a brief narrative about the section and why you're there.

Both the complete and incomplete objectives can be viewed in the Section Objectives. This allows you to see what you've accomplished in each area and what still needs to be done. Completing all the objectives is a good way to find more of the hidden goodies and advance through the storyline.

TEAM MANAGEMENT


5 New X-Men: +15% Max Health
Colossus /45
Health
Energy
2
Wolverine /47
Health
Energy
Storm /45
Health
Energy
Bishop /45
Health
Energy
1
3
321
36
833227
4
Details
Accept

LEGEND

1	Team
2	Team Stats
3	Non-Item Inventory
4	Options Bar
5	Unique Team Bonus

There's a great deal of information and a lot of options on this screen. Your team is shown in the configuration that their portraits appear on the standard game screen. When you're at an Xtraction Point, you can assign which position a character fills, and thus how to switch to them during combat.

Team Stats show the current level as well as HP and EP. The blue glow shows which character is selected (see also the silver trails around the picture). Switching between characters on this screen is the same as on the regular game screen. Entering the character screen gives you access to attributes, skills, equipment, and AI settings.

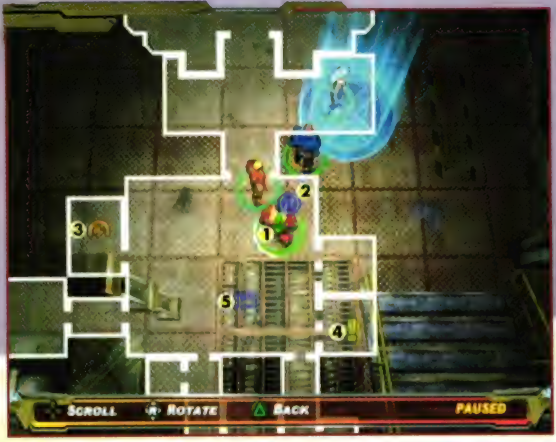
Health and Energy Pack totals are shown in the Non-Item Inventory, as are your Techbits. The Options Bar shows which actions are available. Moving to an Xtraction Point allows you to change team members, in addition to the Details option, which brings up the character screen.

Formation of unique teams is indicated at the top of the screen. The team title and bonus are also listed. Only team members in the current team are affected by the unique team bonus.

BLINK PORTAL

After you rescue Blink in the first Act, she can open a portal from your current location to your base of operations. This portal has a five-minute cooldown each time it's used.

AUTO MAP


1
2
3
4
5
Scroll
Rotate
Back
Paused

LEGEND

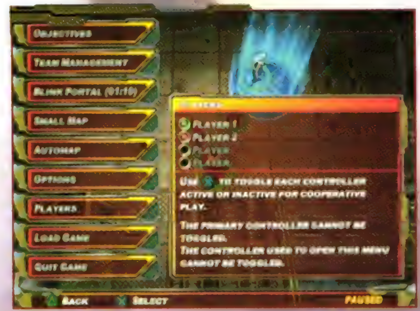
1	Character Mark
2	Xtraction Point
3	Store or Portal
4	Interactive NPC
5	Mission Computer

Auto Map brings up a much larger version of the area map. Scroll around on the map to see the areas you've explored that aren't immediately apparent. The Auto Map is great for seeing where you've been and which areas you haven't explored yet.

OPTIONS

The Options menu accessed from the in-game menu is the same as the one accessed from the main menu. It allows you to customize the game to fit your playing style.

PLAYERS


Objectives
Team Management
Blink Portal (01:10)
Small Map
Automap
Options
Players
Load Game
Quit Game
Players
Player 1
Player 2
Player
Player
Back
Select
Paused

Use to toggle each controller active or inactive for cooperative play.

The primary controller cannot be toggled.

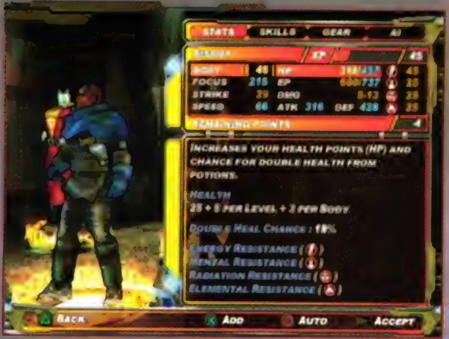
The controller used to open this menu cannot be toggled.

The Players screen lets you toggle each controller as active or inactive. This lets your friends join you in cooperative mode. This is also used to discontinue cooperative mode and continue as a solo player.

CHARACTER SCREEN FUNCTIONALITY

The character screen deals with a great many things. Most of the screens are accessed several times during a character's career, mostly for leveling. Being at an Xtraction Point allows you to change team members on this screen.

STATS



INCREASES YOUR HEALTH POINTS (HP) AND CHANCE FOR DOUBLE HEALTH FROM POTIONS.

HEALTH
25 + 5 PER LEVEL + 2 PER BODY

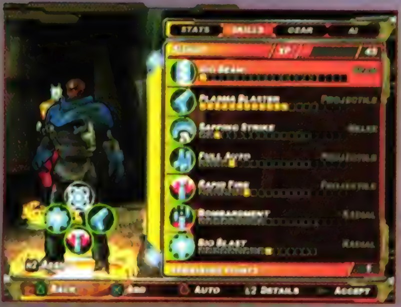
DOUBLE HEAL CHANCE : 18%

ENERGY RESISTANCE
MENTAL RESISTANCE
RADIATION RESISTANCE
ELEMENTAL RESISTANCE

At the top of the Stats tab is the character's name and how far they are through the current level. Just below this are the four basic attributes along the left, the stats immediately affected by these attributes in the center, and resistances (unaffected by attributes) on the right. Any unspent points are indicated at the bottom of the first box as Remaining Points.

The box at the bottom has a summary of the highlighted attribute, as well as extended information about what it affects. The bar at the bottom of the screen shows which actions are possible with the highlighted attribute. When you level up, you gain points to add to your attributes. These points can be added or subtracted (only the gained points) until you find the combination you want. Once you accept the setup, the attributes cannot be changed again until you reach the next level. You can only add to the attributes from then on. The AI Auto spends your points if you so choose.

SKILLS



The top of the Skills tab also shows the character's name, level progress, and current level. Below this is the character's skill list. Each skill has a separate line with a great deal of info.

The color to the left of the icon indicates the type of skill.

COLOR	TYPE	DESCRIPTION
Green	Active skills (Beam, Melee, Projectile, Radial, etc.)	EP-costing skills that directly affect the enemy
Yellow	Xtreme skills	The most powerful skills a character has, which cost 1 Xtreme point per use
Blue	Self skills (Boost, Ability, etc.)	EP-costing skills that directly affect you or your team
None	Passive skills (Passive, Ability, etc.)	0-cost abilities that are active all the time (or triggered, in the case of abilities)

The blocks to the right of the skill's name indicate the current rank, maximum rank for this level, and max rank.

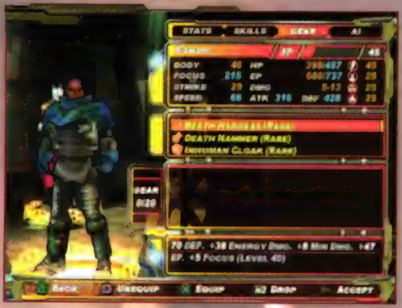
COLOR	DESCRIPTION
Yellow	Purchased rank
Light Gray	Not purchased and accessible rank
Dark Gray	Not purchased and unavailable rank at this level

Viewing the details of each skill gives you information on all effects, level requirement for current rank, EP cost (except for Xtreme skills), and all effects of the next rank.

At the bottom of the box, any unspent points are shown as Remaining Points. To the left of the box are the current control assignments for ability use. These are assigned manually and can be changed at any time. Assigning the controls is essential, or you will be unable to use your powers during regular gameplay.

GEAR

Once again, the top box shows your character's name, level progress, and current level. It also indicates attributes, stats, and resistances. These can't be changed on this screen. They're here to make the difference in equipped gear visible.



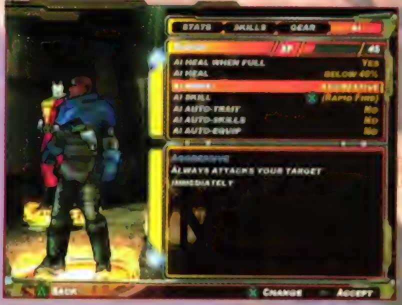
70 DEF. +38 ENERGY DMG. +8 MIN DMG. +47 EP. +5 FOCUS (LEVEL 40)

The second box shows what the character has equipped in all three slots. Gloves, Belt, and Outfit each has its own types of gear. The third box is your current inventory, with a tally of how much you're holding and can still hold.

Highlighting any gear that's already equipped or in inventory indicates all the gear's stats in the last box. If you want to change equipment, differences in stats are shown in parentheses. It's important to determine which gear is good for each character.

The bar at the bottom shows which actions can be taken. Unequipped items are put in inventory. Equipped items are removed from inventory. Dropped items are put on the ground, but can be recovered by going out to the regular game screen and picking them up again.

AI



AI HEAL WHEN FULL — YES
AI HEAL — BELOW 40%
AI SKILL — (RAPID FIRE)
AI AUTO-TRAIT — NO
AI AUTO-SKILLS — NO
AI AUTO-EQUIP — NO

ALWAYS ATTACKS YOUR TARGET IMMEDIATELY

The AI tab is the least important one for your primary hero, but the most important one for any team members who aren't controlled by players. The character's name, level progress, and current level are indicated at the top of the first box.

As you highlight each of the options in the first box, the description of the setting appears in the second box. AI Heal When Full determines if the character will use a Health Pack when all of the following conditions are true:

- Is the character wounded?
- Is your Health Pack inventory full?
- Is a Health Pack in range to be picked up?

This setting keeps your teammates at the highest possible health without using the packs you may be relying on.

AI Heal dictates when the team member will use a Health Pack from your inventory. This number is a percentage that can be set between Never, 20%, 40%, and 80%, so you should consider the character's HP when you're setting this. Characters with a lot of HP can be set lower, while characters with few HP should be set higher.

When you call your team to action, the AI uses the AI Skill on your current target. This can be set to a hindering ability or damage ability. Skills that cause combo damage should be set up in advance to gain added damage and experience.

AI Auto-Traits, Skills, and Equip all do the same thing with different parts of the character. If you're not interested in spending the time to train and equip your character, the AI can do it for you. This isn't suggested, because the AI might have different ideas about the character than you do, and you should have the character *you* want running at your side.

THE PERFECT MUTATION

Learning about the equipment and the characters in *X-Men Legends II* is important, but there's quite a bit more to the game than picking out four mutants and giving them a few trinkets. Indeed, the gameplay under the hood of this engine is great if you want to try many combinations of successful characters. This chapter reveals many tips and tricks for getting the most out of your team.

COMBAT

Using the best combat tactics makes a huge difference, whether you're using the most basic attacks in the game, a variety of skills, or the awe-inspiring Xtreme Attacks. You need to understand the best way to position your characters, use the best attacks for a given situation, and most importantly, survive the battle.

POSITIONING

Without throwing a single slash, thrust, or punch, a mutant can tip the balance in their favor by getting into the right place at the right time. *X-Men Legends II* has a battle system that's fully interactive. Objects are destroyable, characters die if they fall at the wrong places, and it's entirely possible to miss a full chain of attacks simply because your character isn't facing the enemies at the start of the battle.

It's critical to keep a close eye on your enemies from the moment they come onscreen. Choose a target for your actively controlled character, and move against that target with a purpose. Don't get distracted by new targets, unless it becomes clear that the fight is becoming too much for your team.

If the target is standing still, as with ranged enemies that are already firing, tear into them as quickly as possible. Moving targets are trickier, because you'll probably only land one or two hits before the target is out of range again. To maximize your damage, block moving enemies and attack with everything you've got. Or, wait for the target to hurry past, and then follow them and attack once they're moving in a straight line. Your chain of attacks will keep hitting, even if the enemy keeps fleeing.

Walls are great for pinning targets while you hit them with chains of attacks. Coordinate your team to box foes into a limited area (especially if you've got other active players instead of AI-controlled buddies), and use stuns, knockdown attacks, and other disruptive methods to contain the hapless enemies so you can defeat them.

The reverse of this situation is a major concern for any of your weaker characters. Don't let your support characters or ranged attackers end up trapped against a wall or pinned in a corner! This is the type of nightmare scenario that leads to a fast and unnecessary loss for your team. Remember that even the regular AI mutants and creatures can knock your team around, given the right circumstances.

Characters with stuns or slows are ideal to pair with melee characters. The idea is to have a ranged ally stun or slow enemies while the melee powerhouse advances for the killing blows. Iceman and Rogue, Bishop and Wolverine, and other such combos are examples of this technique. Some of the enemies in this game will flee from melee targets, preferring to fight at range, where they have the greatest advantage. Ranged characters will help you take down these enemies faster, and they also make combat more exciting and involving. It's more fun to slash into the backs of cowardly fleeing ambushers than to chase them around for hours on end. Then again, a bit of both isn't so bad either.

Flight can also be a potent tool for positioning your characters. If your active team member has Flight, use it to seek either the safest point in the room for ranged attacks, or the most lucrative concentration of targets for tough characters and melee damage dealers.

THE DANGERS OF FLIGHT

Flying is fun, but there's a price to pay for the unwary. Watch your Energy Points if you're using a character with either a low Focus, poor flying, or a combination of the two. You don't want to land near a cluster of bad guys just as your Energy Points bottom out.

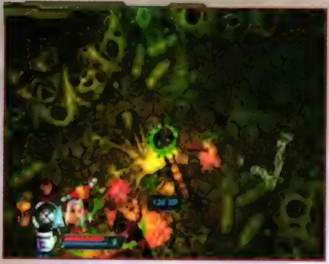
Beyond that, there's a unique risk for fliers. Almost any ranged enemy can knock a flier out of the air. This has a brief Stun effect, and you might be in serious trouble if there are enough enemies around to take advantage of your bad luck. Fly quickly, avoid getting too close to ranged enemies, and land immediately if too much fire starts coming your way. These tips should help you avoid danger.

The only problem is that fliers fly over gaps all the time. Whenever they see fire, deep pits, or radioactive slime underfoot, fliers laugh without fear. Just remember to keep your finger on the controls at all times. Stay high to avoid bumping into the wrong thing and tumbling down into the very obstacle you're avoiding.

PREPARING AMBUSHES

Aggressive players are fun to play, certainly, but there are techniques for setting vicious ambushes and traps. It might take longer, but it can be more rewarding. If a fast kill rate and quick victories aren't important to you, use the following methods to pull enemies back to your team and away from their allies. This is an especially wise fighting style in the Hard difficulty mode, where enemy levels are extremely high, character Resistances are at their worst, and the combat is unrelenting.

The most basic method of ambushing enemies is to lure or pull them back to your team. Many of the foes in *X-Men Legends II* aren't interested in alerting their buddies and holding back in massive clumps until you arrive. These foes are brave and daring (if a bit foolhardy), and many of them are quite ready to jump into danger. Have a faster character with Flight or Movement Rate bonuses lead the team and act as a scout. Walk ahead of the others and pull back as soon as you draw enemy attention. Retreat to an area that has been cleared, and have the group jump into the fighting there. Small skirmishes are much easier to survive than ongoing battles that keep pushing your characters into more and more fresh opponents.



The next technique can be just as fast as direct fighting, or even faster. But it requires you to specialize your characters very carefully. An active ambush can be done by gathering a modest group of enemies and killing them all at once with a burst of area-of-effect attacks.

Xtreme Attacks are certainly good for this, when the enemies are strong enough to call for it, but you don't need them. Instead, put many points into one of your characters' solid Radial attacks, or something else that hits multiple foes in a cluster. Then rush ahead, get the attention of three or four enemies, and draw them to your primary character, who unleashes their area-of-effect attacks. An example would be to give Storm a very high Force and many points in Chain Lightning. She can fly over groups of enemies, land while facing them, and blow everybody apart with Chain Lightning.

You'll need to be very patient, or have a group of friends playing a team locally. This is the best way to enjoy *X-Men Legends II*, because you can try out incredible combinations. The idea is to strike at enemies at the peak of your team's fighting condition. A support character must be able to dramatically improve the team's general damage or ability to survive, while the melee and ranged attackers must come together and perform their specialties. This sounds complicated until it's broken down into its parts.

EXAMPLE OF GROUP STRATEGY

TEAM MEMBER	ROLE	ACTION
Wolverine	Melee damage	Draws enemies to the team and uses Berserker Fury to wound the majority of targets
Storm	Ranged damage	Uses Chain Lightning to attack targets that Wolverine pulls
Bishop	Ranged damage, support	Deals some damage and Stuns targets that prove troublesome
Cyclops	Support	Raises team Critical Hit chance; uses Boost skills (Tactics and Command) to improve DEF and skill ranks

This configuration is a basic example, but it shows what happens when each member of a team focuses on a single goal. Wolverine doesn't have to worry as much about defense with Cyclops boosting it for him. Bishop adds a great deal by stopping and using Stuns against ranged or otherwise pesky foes. And Storm and Wolverine working together can take down many targets very quickly. At higher levels, this method can defeat a half-dozen higher-level enemies without unacceptable risk.

STANDARD ATTACKS

There are two basic combat moves in *X-Men Legends II*: Attack and Smash. Attack is the faster of the two moves, and a few Attacks can be made in quick succession. Smashes take longer, deal more damage, and can be used to knock enemies back. Specific combinations of Attacks and Smashes are used to do even more damage while adding effects to your routine (Stun, Popup, Knockback, and so on).

LIST OF ROUTINE COMBAT MOVES

COMBINATION	SPEED	EFFECT
Attack, Attack, Attack	Fast	Extra Damage
Attack, Smash, Smash, Smash	Slow	Knockback
Smash, Attack, Smash, Smash	Slow	Stun
Attack, Smash, Attack	Slow	Trip
Attack, Attack, Smash	Slow	Popup
Jump, Smash	Slow	None

Standard Attacks and combinations don't require Energy Points, and they can do substantial damage. The downside is that standard attacks take time and leave your team open to retaliation. The improved burst damage of various skills clearly places them on a higher tier than these moves.

The question is when to use skills and when to rely on standard attacks. Standard attacks are ideal for soft targets, breakable objects, and enemies who aren't dealing much damage.

UNDERSTANDING SKILLS

All of the playable characters in *X-Men Legends II* have a variety of special skills that make them more flexible in combat. There are many categories of these skills, and they're used for a variety of reasons.

Melee and Charge skills are used to deal damage at fairly close range. Some of these skills target one enemy or a small group of enemies, and are not made to lay waste to entire groups at once. They're based on a character's normal melee damage, and they can be incredibly effective against bosses and other hard targets.

Projectile, Beam, and Blast skills are made to be used at long range. It's unusual for these attacks to be as damaging as a properly executed Melee or Charge maneuver, but when they're mixed with a number of status effects, they're good for assisting melee characters.

Radial attacks are used to damage groups of enemies, regardless of the number of targets. These area-of-effect skills are ideal for wounding large numbers of targets, softening them up for the melee fighters.

Xtreme Attacks may be local or ranged, depending on the character. Instead of using Energy Points, these attacks use the blue gauge at the bottom of your screen (the Xtreme Gauge, as it were). You can hold one Xtreme Point at Level 15, and the gauge increases every five levels until you max it at Level 35. Xtreme Attacks deliver a shocking amount of damage, except when they're used for special Boosts and such.

There are two major Trap skills. Summonings create weapons or damaging areas for a short period, and the traditional traps make an area dangerous for enemies to approach, halting their advance or damaging them if they come too close. Although these skills require some time and attention, they're often fairly efficient in terms of damage per EP expended.

Use debuffs to lower enemy statistics and capabilities. Against weaker opponents, or when you're playing on the Easy difficulty level, these skills have less value. When playing on Normal or Hard, however, they can cripple your enemies while the damage dealers take them out.

Boost skills aid the team in the opposite way. They substantially raise the statistics of team members. Although many Boosts don't last long, they can be very effective when used at the beginning of an important battle.

Passives are the bread and butter of many characters. These skills are always acting to improve your characters' statistics. Many Passives are used to aid in either normal stats (Attack, Defense, etc.) or a specific type of attack that the character uses (Wolverine gets a Passive to raise Claw Damage and Critical Rate).

Abilities are among the most interesting skills. There aren't many Ability-based skills in the game, and each one gives the character a special power, such as flying, blocking attacks, moving massive objects, and so forth.

XTREME ATTACKS/BOOSTS

Although these skills have already been mentioned, they're important enough to warrant their own section. Xtreme skills are unlocked at level 15, and you charge them up by grabbing shards from knocked-out enemies and destroyed objects. It takes four of these blue shards to charge one point on the Xtreme Gauge. (That doesn't take long if you're fighting many enemies and wrecking the area while doing so.) These skills are so dramatic that they can often wipe out entire groups of lesser enemies. Even in boss fights, Xtreme skills are useful. Combining Xtreme Boosts with Xtreme Attacks can do wonderful things. There are many possible combinations of Xtreme and normal skills as well. The key is to imagine ways to get the most out of each Xtreme point.

Put Bishop and Storm on the same team, for instance. Look at Bishop's Superconductor, which negates Energy Point costs for a period. That sure sounds nice, but many of his skills are efficient already. Storm, however, has some costly attacks, such as Chain Lightning. While a single Xtreme Attack from either character could wipe out a cluster of enemies, Bishop can Boost the team for up to 45 seconds. In that time, Storm could use her Chain Lightning to kill waves of enemies at no cost whatsoever.

Look for the occasional Xtreme Attack/Boost, and don't be afraid to try them until you discover their niche. Gambit's Prince of Thieves isn't going to turn the tide of battle, but having an unending supply of Energy and Health Packs isn't bad at all. In fact, you're free to use many more skills because of the Energy Packs, and the money is consistent enough to help with reaching those extra free Skill Points at the store.

AVOIDING DAMAGE AND STAYING ALIVE

It's true that sometimes *any* damage can feel like too much. However, there are many ways to toughen up all your characters, including those few who aren't meant to take very much punishment.

Improving Resistances and raising each character's Body attribute is a great way to take the hits with a smile on your face. Speed sounds like a great equalizer, but it's very hard to gain enough Speed to avoid being struck. Indeed, Health Points (through a high Body and some quality equipment) are the first step to survival.

The best way to survive, of course, is to avoid getting hit! Ranged characters do this by keeping enemies at range, keeping them Stunned/Slowed/etc., and letting the close-range characters run interference. Close-range characters avoid being attacked by maximizing their burst damage to the point where targets can be engaged without reprisal. The best defense is a good offense. Give each frontline character at least one skill that's strong enough to stop enemies with one or hits. If your character can slap targets out of the way before they attack, damage mitigation and survival becomes moot.

That's all well and good, but sometimes there are way too many enemies to defeat at once. Taking some damage is inevitable, but there are steps you can take to protect your characters. Maneuver frontline characters to attack the sides of an enemy force. This limits the number of foes who can turn and retaliate. As soon as the enemies reposition for a better attack, scoot off and repeat the process. Don't let a fight become a knockdown drag-out fight unless it's in your best interests.

There are even more dirty tricks you can do once you're comfortable with the controls and your team, and once you understand what your enemies can do.

Quite a few Boosts offer defensive advantages. If you find that your team is doing well on offense but has problems with Health, have a support character use Boost skills more often.

Team composition is also a way to change the dynamic of your team. To extend everyone's survival time, add an extra character with high Body, defensive skills, or disruptive Debuffs. You can even look into unique team combinations. (There's a table with them at the end of this chapter.) Some of these combinations grant free healing over time or through direct combat damage. Both of them increase survivability without costing Techbits or wasting time with grabbing Health Packs.

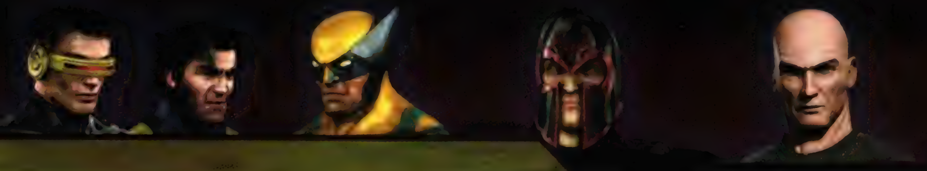
A change in equipment might be in order as well. Damage dealers are likely to avoid anything that doesn't enhance their favorite type of damage, but tanks, support characters, and ranged characters are can improve their damage or add Resistances, Health Points, and Defense. The best way to tell if you need to change your ratio is to play a character for 30-60 minutes and see if everything feels right. If you're happy with your character, your character will be happy with you.

ENEMY ENCOUNTERS

A single enemy from almost any group is going to have a difficult time engaging one of your characters directly. Face it, Xavier and Magneto don't have many slackers on their teams. Instead, the problem is the sheer number of enemies you have to fight. Each soldier's shot takes a toll, as does each slash, poke, prod, and fall that your team suffers.

To combat this without relying on Health Packs or raw aggression, put a character on the team who can heal others or revive those who have been knocked out. Rogue and the Scarlet Witch are fine choices for group healing, just as Jean Grey and Professor X are worthy options for raising knocked out characters. Nightcrawler's Leap of Faith is also a powerful tool for avoiding major losses, as long as Nightcrawler is used as a support character. Know your characters and what they're capable of doing, and let these skills prevent your team from suffering losses.

Keep your toughest character in front, and don't play the more defensive characters until a fight starts. Having enemies jump out at you is bad. Having them jump at your tank is much less dangerous. Have your tank carry something while they walk (Might is a prerequisite for this), and throw it at the enemies when they attack. This slows the team a bit, but the first enemy to attack is going to be in a world of pain.



Maximizing burst damage without overusing your EP keeps normal fights brief. Once a fight begins, use your damage skills and knock out enemies before they can hurt you. Single-target melee skills are generally better for this, but radial and ranged skills are useful too. The idea is to win before they can hurt you. Be very aggressive. If your EP runs out before the fight is over, switch to another character to finish off the enemies. Your Health doesn't recover over time without help, but your Energy does. Use it.

In several areas, enemies come from two sides. Try to alert a single group at a time without bringing a bunch of groups simultaneously; your fights will be more successful and less hectic. When moving down hallways or along walkways, stay to one side. This gives you less time to react to enemies from that side, but it keeps you from being attacked from both sides at once. Defeat one side before they can finish their coffee, and then rally your forces against the other side.

BOSSES

Bosses have more HP, do more damage, and have skills of their own. There are specific strategies for defeating each boss, but there are several things they have in common.

Use your defensive Boosts to start the fight. The last thing you want is one of your members dropping early on. Use Boosts that increase DEF and Resistances. Once you know your team is going to remain in the fight, concentrate on defeating the enemy. Boosts that increase damage are great for helping to tip the scales.

Another concern is mitigating or negating enemy damage. Use debuffs and stuns to slow an enemy's movements. Not all stuns are abilities. Some are standard attack combos. Use a stun ability, and then follow it with an attack combo that has a stun at the end. Debuffs that lower an enemy's DEF or increase the damage they take should be used early and often.

YOU'RE A TEAM... ACT LIKE IT!

Many of the bosses fight you without aid, so you outnumber them. Show them why this is a bad idea. Use boosts or Xtreme skills to increase your team's damage, and then call your team to action and attack all at once. If the boss remains standing, do it again.

Watch your teammates. If one of the AI controlled characters is low on health or in a bad position, switch characters. You're much less effective if any of your team is rendered unconscious. Keep them safe and they'll continue fighting for you. Don't hesitate to use Health Packs during these big fights. You've saved them for just such an occasion.

Generally, Xtreme abilities should be used early in the fight. There aren't any other enemies you can defeat to recharge your Xtreme points, but at this point there isn't any point in holding onto them. Let loose with your most powerful attacks early on, which will increase your team's effectiveness, reduce the enemy's effectiveness, and make the fight shorter.

WORKING AS A TEAM

The threat posed by Apocalypse has even the X-Men and the Brotherhood working together. A team can accomplish much more than any of its members alone. Each AI controlled character has several settings to determine how they will act on their own.

AI Heal When Full and AI Heal decide when your teammates heal themselves. Setting the first one to Yes causes a character to use a Health Pack if they're wounded, their Health Pack inventory is full, and they walk over a Health Pack. The character heals themselves without using your resources. AI Heal dictates when a teammate uses a Health Pack from your inventory. The setting is a percentage, so characters with fewer HP should be set to a higher percentage than those with more HP.

AI Mode determines how and when the character will attack. Defensive keeps the character from fighting enemies unless under attack. Normal attacks nearby enemies. Aggressive attacks your target immediately. Setting your teammates to a mode that suits your playstyle makes a stronger team. If you use ambushes and traps often, set your comrades to Defensive to keep them from jumping the gun. If you prefer rampaging through an area, Aggressive is a better setting.

AI Skill sets a skill for the character to use anytime you call for action. Your teammates immediately use this skill on your current opponent. This is useful for combo attacks, when you run into trouble, or when you need to focus the team's might against a single foe.

No matter how well you set it, the AI won't play as well as another player. Assign abilities to each character as if you were going to play them yourself. If a battle goes poorly, or you want your team to work together better, switch characters for a moment. This lets you use their skills the way you want them to, before switching back to your favorite hero.

Accomplishing Your Goals

This section explains the best ways to get everything you can out of *X-Men Legends II*: how to use some of the more complex skills, the finer points of leveling, and where to search for the many hidden items in the game.

SPECIAL POWERS CAN DO MANY THINGS

Abilities have many uses beyond defeating enemies. Characters with Might can move large objects into better positions, while characters with wind or ice powers can extinguish fires. There are many hidden items in the game that require a character to use an ability to reveal. Knowing how to use your abilities to solve problems is as important as being able to reduce a door to rubble.

Here's a table of each character's non-combat abilities:

CHARACTER	ABILITY	USE
Bishop	Range	Affect objects out of reach
Colossus	Might	Move objects
Cyclops	Range	Affect objects out of reach
Deadpool	Teleport	Move through walls
Gambit	Range	Affect objects out of reach
Iceman	Ice, Bridges	Affect fire, reach out-of-the-way locations
Iron Man	Might, Flight	Move objects, reach out-of-the-way locations
Jean Grey	Flight	Reach out-of-the-way locations
Juggernaut	Might	Move objects
Magneto	Flight, Magnetism	Reach out-of-the-way locations, affect machinery
Nightcrawler	Teleport	Move through walls
Rogue	Might, Flight	Move objects, reach out-of-the-way locations
Scarlet Witch	Range	Affect objects out of reach
Storm	Flight, Wind, Lightning	Reach out-of-the-way locations, affect fire, affect machinery
Sunfire	Flight, Fire	Reach out-of-the-way locations, affect fire
Toad	Range	Affect objects out of reach
Wolverine	Might	Move objects

IT'S ALWAYS GREAT TO HAVE A FLYING CHARACTER

Because much of the game occurs indoors, a bird's-eye view is very helpful. A flying character has a higher vantage point and can see farther and more clearly. This helps spot areas and items tucked off to the side.

Some areas are blocked by a large pit. Fliers can move across without taking damage from falling. Fliers also move more quickly and are quite useful for scouting areas you've already been through. It's more dangerous to use a flier as a scout in areas where enemies can knock them out of the sky.

FAST LEVELING

Fast leveling means gaining experience quickly. This is done by defeating enemies quickly and repeatedly.

You gain many levels as you progress through the game. If you find an encounter too difficult or you simply want to explore more abilities, move to a previous location or a Danger Room mission with enemies. Use burst damage to defeat the enemies quickly and without using any restorative items or skills.

As soon as you defeat one set of enemies, move to the next without hesitation. Continue this rampage until your inventory is full or you've gained the level you want. The Blink Portal is a fast way back to what you're doing and a quick way to get to Beast or Forge to sell acquired items.

BACKUP CHARACTERS LEARN THINGS TOO

Even characters who aren't on your current team are going to learn from being around such important events. As your primary characters advance in level, so too will your alternate characters, even if they're left in the bullpen for the entire game.

As you play, characters who aren't given any game time advance about half of your main characters' levels, but they don't get too far above that.

THE DANGER ROOM

The Danger Room is a place to unlock special rewards for your characters while training for extra experience and practice. Anytime you're back at your base, walk up to the Danger Room Computer and use the Danger Room Discs that you've discovered. It takes quite an effort to find all of the discs in the game, but it's well worth it. Many of the Danger Room trials grant Attribute rewards for all members of your group, even those who are usually inactive. Extra items and bonus completion experience are also common rewards.

Note that Danger Room rewards are only given a single time. As each tier of rewards is unlocked, that item or bonus is spent and won't be available again, unless you play the game again with the same team on Hard difficulty.

Another point of interest is reaching the higher levels of Danger Room courses. At first, you can only play the Freshman set of discs, no matter which ones you find. The only way to access higher levels is to find a Qualifying Exam and pass that. So, you cannot undergo a Danger Room course until you've found the corresponding disc for it, and you cannot use a course from a higher level without passing the appropriate Qualifying Exam. Locations for these discs are at the end of this book.

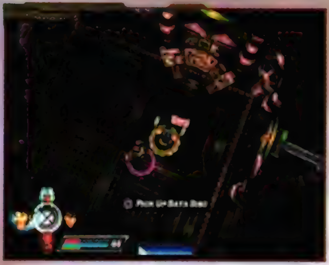
FINDING ALL OF THE GOODIES

Hidden in each area are a plethora of items to make your characters more effective in combat, or to add visual content to your team. At the Review Computer inside the base, you're given a tally of how many of each item you've found and how many are still hidden. If many items remain hidden in a previous area, extract your team to the earlier location and find them.

COMIC BOOKS AND SKETCH BOOKS

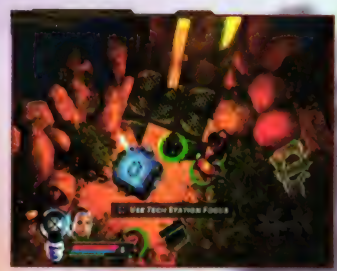
Comic Books and Sketch Books are scattered throughout the game. Bright white and often found in areas accessible only through breakable walls or side hallways, the Comic Books and Sketch Books give you background on your favorite heroes and villains. Use the Review Computer in the base to read the books you've acquired.

DATA DISCS



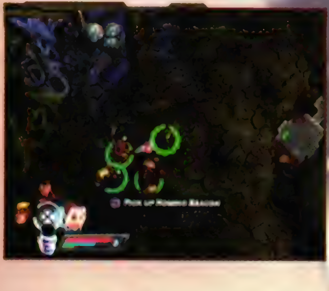
There are four Data Discs hidden in each Act. These discs are bright orange with dark centers, but you can spot them by the red tinge at their center as they spin in place. They're often found in somewhat out-of-the-way places. Collecting all four within an Act increases the number of Energy Packs you can hold: +4 Energy Packs for each set.

STATIONS



There are several Stations in each area that permanently raise one of a character's attributes or grant a bonus helping of Techbits. Stations can only affect one character, so be sure to use the character who will benefit most from it. They affect different attributes, and they show which attribute it is before you use it. Usually they're tucked away in side areas, and they look like small computer terminals with large glowing symbols spinning over them.

BEACONS



There are four beacons in every Act of the game. Finding all four unlocks a Secret Bonus Area portal. Defeating these enemies in the first four Acts gives you pieces of Iron Man's armor. Once you have all four pieces and you've unlocked the portal in the fifth Act, travel there and light all three of the fires on that map to release Tony Stark. When the team gives him back his armor, he dons his Iron Man armor and joins forces with the X-Men!

AUTO-ASSIGNING EQUIPMENT, ATTRIBUTES, AND SKILLS

Some players love taking care of every point earned and every piece of equipment gained over the course of an adventure. Others find this to be one of the more tedious features of many games. *X-Men Legends II* allows players to take full control for themselves, or they can allow the computer to assign equipment and points to any or all of their characters. That way everybody's happy!

That said, if who want to squeeze the most power out of your beloved mutants, you need to allocate their points directly. Attribute assignment is a very delicate matter, because spending points in different ways can take a character in entirely different directions. So letting the computer decide for you might result in a tough character when you wanted a fast one, or a character who's good with mutant skills, but stinks at dealing direct melee damage.

This is the same with all of the auto-assignment options. The time that you spend here and there, keeping your characters up-to-date with levels and equipment, can double or triple your effectiveness! It's hard to overemphasize how profound the results are. *You're* the only one who knows your plans for your favorite characters. Take charge!

CHARACTER SPECIALIZATIONS

Not every character should follow a generic mold, advance all attributes, and try to be good at a little bit of everything. Indeed, having a team of four characters means that each one can specialize in a certain role, learning to do that task (or set of tasks) far better than anyone else on the team. This makes the characters dependent on each other, but it improves the overall effectiveness of the team.

MELEE DAMAGE

Some characters are geared for running up and knocking enemies to the floor with their bare hands. Characters who follow this plan often have lower HP and little-to-no ranged capabilities, but make up for it with incredible damage output. These are the characters who run in right beside the tanks and eliminate the enemies.

Vulnerable to Knockback

Some characters are better for this than others, but nearly all characters in the game can fill this role. Melee characters need a very high Strike to increase their damage per attack. A high Body will allow them to survive any enemy retaliation, but this build either defeats the enemy before they can retaliate or hides behind the tank. Putting at least 2-3 points per level into Strike and 1-2 into Body gives you the beginnings of a powerful Melee damage dealer.

Select abilities and skills that increase damage, add an extra damage type to your melee attacks (such as Energy, Fire, Ice, and so on), or increase your chance for critical strikes. These are almost always Passive skills and won't be hindered by your low Focus. Select a single-target ability that doesn't cost much EP, and invest 1 skill point. Investing more will increase the cost and overtax your EP. You want an attack you can use against every single enemy, a few times if needed. Wolverine's Feral Slash, Rogue's Smash, and Toad's Hammer Kick are great examples of this. Also choose a radial attack, and invest your extra skill points. Make sure you have the EP to use this ability once. It's not meant to be used every fight, but only when you and the team are getting overwhelmed.

Not every group needs a Melee damage character, but few groups will be hindered by having one. Because melee attacks do more damage in general than ranged attacks, nothing matches a Melee damage dealer's ability to lay waste to enemy after enemy. Whole parties of Melee damage characters are viable, if the players are aggressive enough.

RANGED POWER

Generally, ranged characters inflict moderate damage and spend a great deal of time hindering the enemy. These characters tend to have lower HP and little-to-no melee defense, and their role is to keep the enemy from attacking effectively.

Not everyone can be a ranged powerhouse. No matter how you spend your points on Wolverine, he just can't fill this role. Ranged characters constantly use their abilities during fights. They need a very high Focus, which gives them the EP to keep their powers working. Additionally, a high Focus makes Energy Packs more effective, because they restore a percentage of energy and can be critically used more often by characters with a high Focus. Ideally, ranged characters spend no time in melee combat, so they need neither Speed nor Strike. Something will go wrong sooner or later, though, and your ranged character will be the target of multiple enemies. They need some Body to live long enough for the rest of the group to come to their aid. Put 2-3 points into Focus and 1-2 points into Body to build the base for your ranged powerhouse.

You'll need as many Passives as possible to increase the effects of your abilities. Increasing their damage makes better use of the EP you'll be throwing at the enemies. Taking Mutant Master increases your EP regeneration substantially. This is nearly essential.

Choosing a primary ranged ability can be difficult. You need one that stuns or slows, to keep enemies away. You also need an ability that does damage. Once you've chosen your ability, dump as many skill points into it as you can, as often as you can. Keep this skill at maximum rank for maximum damage-dealing potential.

Ranged characters aren't necessary to any team, but they bring some very versatile tools wherever they go. An entire ranged team is viable, if played by a cautious group of players. Don't do this if you're playing alone.

TANKING

Nothing takes a hit like tanks. They have high Health HP, Defense, and Resistances, but lower damage and versatility. Tanks stand in front of the enemy, hold them there, and survive their onslaught while the more damaging team members work them over.

Only certain characters can fill this role well. It depends as much on attributes as it does on skills. No matter how many Body points you give Storm, she's not going to last long against multiple enemies. That being said, tanks need a very high Body to give them the HP to survive against the toughest of opponents. Additionally, a high Body makes Health Packs more effective, because they restore a percentage and can be critically used more often by characters with high Body. Put 2-3 points into Body for each level, and put the rest into Focus or Strike. Focus provides the EP you need in order to keep the attention of enemies, while Strike gives you enough damage to take an enemy down if the rest of your team is defeated or busy.

OBJECTIVES UPDATED

Passive abilities that raise DEF or Resistances are very important to tanks. They ensure that the enemy has a more difficult time hitting you in melee or affecting you with ranged attacks. On the harder difficulty levels, resistances are reduced and become a larger factor in a tank's ability. Select either a taunt ability or a radial ability. Taunt abilities should be brought up to their maximum rank, to ensure the enemy falls before your taunt expires. Radial attacks should be left at a lower rank. The idea is to do a little damage to a lot of enemies and gain their attention. You don't have the EP to use these abilities very often, so they need to be as potent as possible.

Any team that doesn't defeat opponents instantly (including bosses) could use a tank. Tanks especially shine when fighting bosses who don't go down quickly and do a lot of damage to your team. While they're very important as part of a team, a full team of tanks doesn't work as well. The team can survive nearly anything leveled against them, but the enemies live long enough to keep doing damage and eventually take the group down.

SUPPORT ROLES

It's easy to be a hero when you have someone behind you, helping the whole way. Support characters have lower HP and lower damage output, and use a myriad of skills to make their teammates more effective and durable. Boosts and a number of selective Passive skills provide the most benefits for this.

Like ranged characters, support members are highly dependent on EP. They need a high Focus, which gives them the energy pool to keep their teammates fighting at over 100%. Additionally, a high Focus makes Energy Packs more effective, because they restore a percentage and can be critically used more often by characters with a high Focus. Increase your Focus by 2-3 each level, and put the remaining points into Body.

A select few characters are great as support members. The Scarlet Witch's ability to heal others, Cyclops's ability to increase critical chance, and Magneto's ability to make powers more potent are good examples. Look for characters with multiple Passive, Boost, and Xtreme skills that assist the entire team. Increase the Passives as often as possible, to keep your friends fighting at top form without having to take the time to Boost them. Select Boosts that increase DEF and Resistances, to help shield your teammates from damage. Another good choice is any power that increases damage or adds a damage type to the whole team.

Every team can benefit from a support character. They more than pay for themselves on the right team. They work even better on more specialized teams, where they can focus their skill selection. Parties of three melee and one support, or three ranged and one support, are good examples of this. However, a full team of support characters is a recipe for disaster.

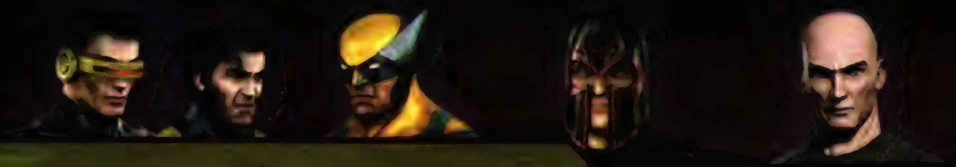
UNIQUE TEAM COMBINATIONS

BRUISER BRIGADE

And now for a special treat. Everyone who has read this far is probably itching to get into the game, and here's your reward for sticking it out. The following table explains how to get various bonuses for your characters based on their team configuration. These bonuses are only active when specific team members are used, so you can't stack the bonuses or hold onto them after switching to other team members. When more than four characters are listed, any four of them within a group will do.

SPECIAL TEAM BONUSES

TEAM NAME	BONUS	CHARACTER COMBINATION/REQUIREMENTS
Special Ops	+5% damage given	Bishop, Deadpool, Nightcrawler, Gambit
Bruiser Brigade	20 Energy gained per Knockout	Juggernaut, Colossus, Wolverine, Rogue
Heavy Metal	+10 to all Stats	Colossus, Juggernaut, Iron Man, Magneto
Family Affair	+5 health regen	Magneto, Scarlet Witch, Juggernaut, Prof X
Forces of Nature	+10 to All Resistances	Storm, Iceman, Sunfire, Magneto
Old School	+15% max energy	Cyclops, Jean Grey, Iceman, Magneto, Toad, Prof X
Double Date	20 health gained per knockout	Rogue, Gambit, Jean Grey, Cyclops
New X-Men	+15% max health	Nightcrawler, Storm, Colossus, Wolverine, Sunfire, Bishop
Femme Fatale	5% damage inflicted goes to health	Storm, Scarlet Witch, Rogue, Jean Grey
Brotherhood of Evil	+5% XP	Juggernaut, Magneto, Toad, Scarlet Witch
Energy Corps	+5% damage given	Gambit, Bishop, Cyclops, Iron Man
Dark Past	5% damage inflicted goes to health	Rogue, Gambit, Deadpool, Wolverine
Agile Warriors	+5% XP	Nightcrawler, Sunfire, Toad, Deadpool
New Avengers	+15% max health	Iron Man, Scarlet Witch, Wolverine, Bishop
Raven Knights	+60% Techbit drops	Iceman, Prof X, Iron Man, Deadpool
Age of Apocalypse	+100% attack rating	Any 4 heroes with Age of Apocalypse skins



5,000 YEARS IN THE MAKING

The bad news is that the X-Men are about to face a mutant with incredible powers, an army of followers, and a plan that has been coming together for many years. Apocalypse is a major threat. Everything is starting to go wrong at once, all over the world, and many evil mutants are willing (if not eager) to help Apocalypse, just to be on the winning side. The deck is stacked against the good guys, and the clock is ticking.

The good news is that Apocalypse's attempt to kidnap and force Professor Xavier to do his bidding has already failed. As the game begins, Xavier has been saved, and your coalition of X-Men and the Brotherhood is ready to tear things up.

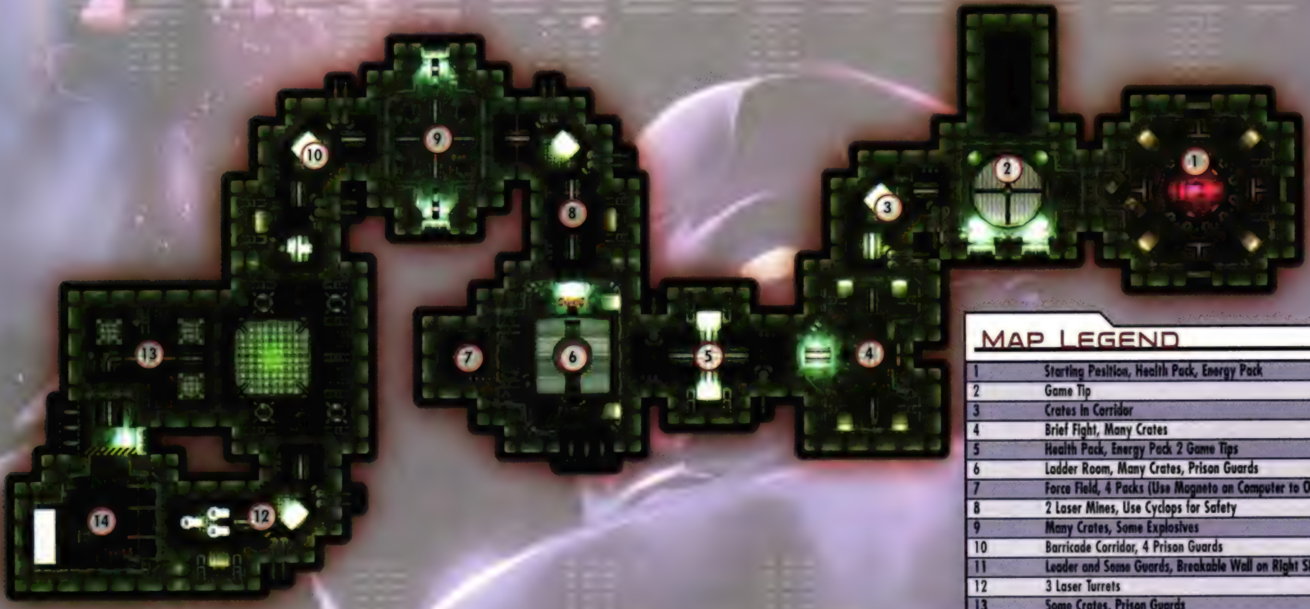
AN INTRODUCTION

There's a brief area before the actual game begins. This military complex in Greenland houses a modest number of Apocalypse's troops (serving as prison guards), and none of them are capable of stopping this team of mutants. By default, Wolverine, Storm, Cyclops, and Magneto are on the team, but soon you'll be able to switch members and start training the characters you're most interested in playing. (Unless this is the team you want, of course.)

PRISON OUTPOST

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Prison Guard	1	Ranged



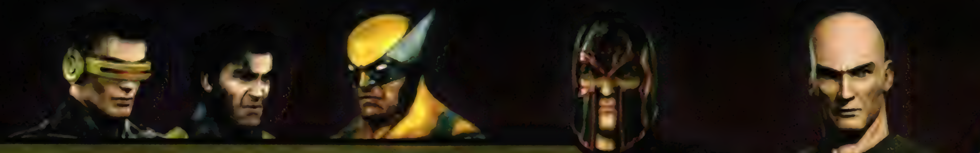
MAP LEGEND

1	Starting Position, Health Pack, Energy Pack
2	Game Tip
3	Crates In Corridor
4	Brief Fight, Many Crates
5	Health Pack, Energy Pack 2 Game Tips
6	Ladder Room, Many Crates, Prison Guards
7	Force Field, 4 Packs (Use Magneto on Computer to Open)
8	2 Laser Mines, Use Cyclops for Safety
9	Many Crates, Some Explosives
10	Barricade Corridor, 4 Prison Guards
11	Leader and Some Guards, Breakable Wall on Right Side
12	3 Laser Turrets
13	Some Crates, Prison Guards
14	More Prison Guards, 1 Leader, a Few Breakables, Exit

Start to move around and get your bearings. There aren't any enemies left in the area, but it probably won't be long before you encounter resistance, so it's good to be prepared. Search behind Professor X's former cell, and take the Health and Energy Packs back there. Many sections of piping can be destroyed if you feel like it, but it isn't worth too much of your time.

The floating yellow T is an interaction point that gives you a game tip. This tip explains how to change characters, which has already been discussed in this guide. Proceed to the next chamber and pass through. Another game tip explains Normal and Heavy attack moves, also known as Attacks and Smashes. It briefly mentions one of the easier combos as well, the Pop Up (Attack, Attack, Smash).

Don't worry about the side door. This is where your mutants entered this part of the outpost. Move west instead, and open the next door. A third game tip explains that you can destroy crates and barrels for useful items. Indeed, there's a huge difference between things like support beams/walls and lighter materials. Destroy the crates on your right side to score some Techbits.



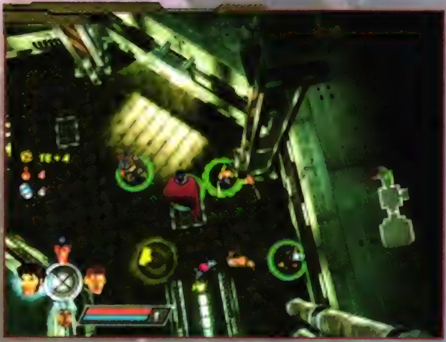
BREAKABLE OBJECTS

The difference between easily breakable objects and heavier ones bears some explaining. Crates, boxes, barrels, and other light materials often take only a single hit to destroy. They have a higher percentage of Health/Energy Packs, Techbits, and similar rewards. Thus, they're extremely lucrative targets that you should almost always destroy.

Walls, pipes, support beams, and other tough targets don't usually give you anything. Later in the game, there's a chance to find shards for Xtreme Points, but destroying them isn't done for treasure. Instead, usually it's done to remove barriers (perhaps to a hidden area), or simply as a byproduct of area-of-effect attacks.

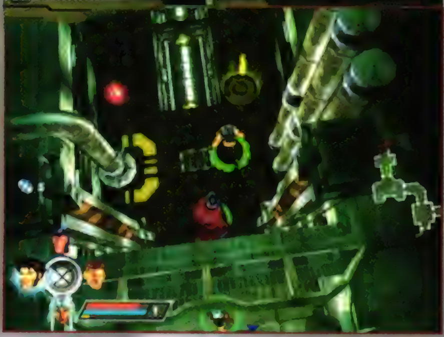
The big exceptions, for those hidden areas and rare items, are mentioned in this guide so you don't waste time destroying everything. That is, unless you really want to!

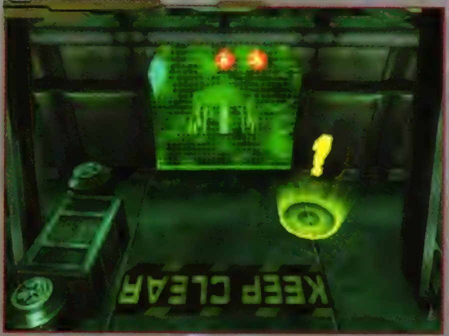
The next room, after passing through a brief corridor, has a brief scene before you're attacked by several Prison Guards. These guys aren't very experienced, but they're armed well enough to hurt your team if you get careless (especially on Normal difficulty). Be aggressive, and rush forward to score some fast Knockouts against these ranged enemies. Don't let them retreat, and try to keep them herded into a small area. When the fight ends, break the crates in this room for extra Packs and Techbits.



A game tip in the hallway beyond explains how to use Health Packs. Conveniently, there's a Health Pack nearby! Use it if your primary character has taken a beating. Across the way is another game tip about Energy Packs and using skills.

The doors into the next room click shut ominously once the team is fully inside. Four ladders drop down into the room, and the sound of guards above makes it clear what's about to happen. Enemies come down the ladders into the room. Your best chance to beat them back is to jump each guard as soon as he drops down, before he can get his bearings. Use your combat skills for faster victories early on, and then let some of your Energy regenerate while switching to more traditional combos.





After the ladder group has been knocked out, the side doors open and a tougher team of Prison Guards enters the chamber. This is your first time seeing a leader with the troops. Leaders can't compare to the big bosses that you'll meet later in the game, but they're common and have some special traits. They can sometimes be immune to damage until certain conditions are met, they do more damage than their troops, and may have some skills of their own. Focus on the leader first, bring him down, and then clear his troops. Leaders also drop random equipment for your characters. You can find more equipment, Packs, and Techbits inside the room's many crates. (That is, if they haven't already been trashed by the fighting, in which case you can just scoop up the goodies.)

Before using the door that the guards' leader opened, read the game tip near the smaller room to the west. A force field prevents you from entering that room. The game tip implies that certain characters' skills are useful for puzzle aspects of the game. In this case, there's a computer system that needs to be manipulated to bring down the force field. Switch to Magneto, make him approach the force field, and then use his Levitation skill to shut down the field. Walk inside the room and collect the Health and Energy Packs.

Exit the small chamber and move north. A set of laser mines has been deployed ahead of your team, but they won't stand in your way for long. The safe way to destroy a mine is to have someone like Cyclops come up to a modest distance and face the wall where the mine is deployed. Use his Optic Beam (or whichever ranged attack that character has) to destroy the mine from safety. Notice that when you target enemies and puzzle-type targets with skills, there's the same circle on the target. Destroy the second mine, and then continue into the next room.

The room after the mines has many objects you can destroy. Go after the barrels and crates in the center of the room, but be hesitant about the racks on the periphery. Get everything that you want, and use the door to exit the chamber.

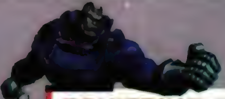
LOOK OUT, LOGAN!

Some objects can be destroyed, but at a price: They explode! If Wolverine is the one breaking everything, keep a close eye on the objects he's hitting. Missile racks like the ones in this room, hazardous chemical containers, and other such objects may be quite dangerous to destroy. If you want to break things anyway, have a character with ranged abilities do the dirty work, and do it before one of your melee characters tries to help. Setting your melee characters to a less aggressive AI setting prevents that problem, but it also makes them more hesitant. That may not be what you want in the long run.

The hallways have been pretty safe so far, but the guards in this section of the base realize just how precarious their position is. The next hallway is being watched closely, and the guards have brought in several crates to serve as a crude barricade. Four of the troops are ready to stop you; an initial pair, and some fast reinforcements. Instead of trying to leap over the barricade, slash through it with Wolverine, and continue on the combo directly into the guards. Start with a basic Attack, and then combo with Smashes to pull down at least one of the guards.

There are more Prison Guards and a leader in the main area. Walk through the door when your group is fully prepared (using Health Packs as needed), and attack this main group.

A very useful game tip warns you away from the corridor south of the leader's room. There are three laser guns in that passage, and they'll cut the team to ribbons if you try to rush through with brute force. Instead, the tip explains that certain walls are breakable and lead to hidden sections of a map (which may or may not be revealed on the mini-map). In this case, the "hidden section" is fully exposed on the map. Look back at the leader's room. There's a side room that's butting directly against the west wall. Return there and make Wolverine cut through the flimsy wall.

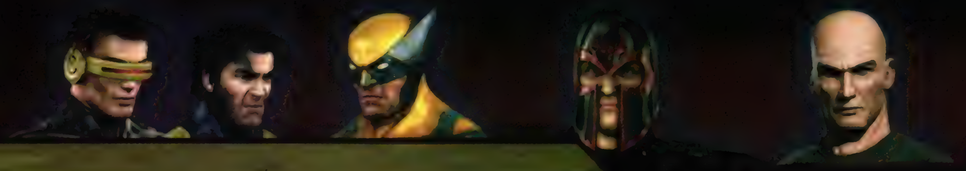


EQUIPPING ITEMS

By now, your team should have a few pieces of equipment. They aren't going to be the latest and greatest items from the scientific community, but they're better than nothing. Go into your character screen by selecting Team Management, and flip to the Gear tab for one of your characters. Put everything on ,and try to customize your characters as soon as you start finding items with special abilities. (For example, Damage items for Wolverine, Elemental stuff for Storm, etc.)

The small room on the other side has a few guards, who are probably quite alarmed at the moment. Hack them to pieces, and then use a Health Pack if you're injured. Walk into the next and final chamber of the Prison Outpost. There are more guards here, and a leader advances to fight you as well. Immediately unleash a Feral Slash, or pile on the ranged skills if you're using Storm/Cyclops/Magneto. It doesn't take long to knock out the Prison Guard's leader, but you don't want him to get off many attacks of his own.

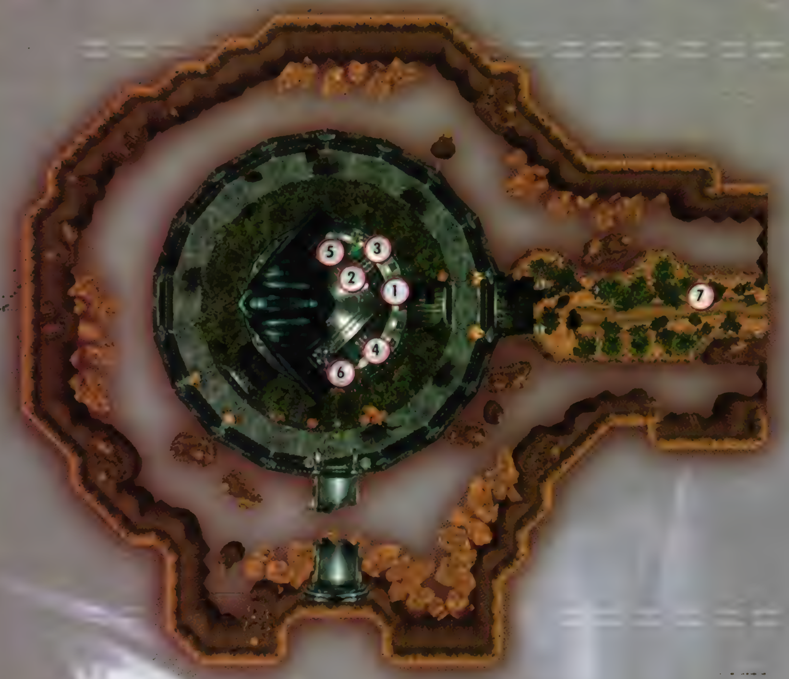
Search for any crates and other light objects to destroy for treasure, and be sure to pick up everything that fell during the fight with the leader. It's certain that you have another item or two for the team now, and everyone will have reached their second level. Switch back to the character screen and equip everyone. Then, spend your attribute and skill points before leaving the area. The X-Jet is ready to take your team to Genosha now.



ACT I: GENOSHA

With the Professor safe and sound, it's time for the X-Men to help out the Brotherhood. Getting to Genosha is easy when you have the X-Jet, and the base is already prepared when you arrive. It might not feel quite normal to settle down in the heart of Magneto's territory, but the Professor trusts him to keep his word and do what's right... for now.

SANCTUARY



MAP LEGEND

1	Xtraction Point
2	Professor Xavier
3	Trivia Game
4	Hero Stash
5	Mission Computer
6	Danger Room Computer, Beast (Store), Review Computer
7	Sabretooth, Entrance to Dead Zone

There are many things to do back at your base, and you have plenty of time for now. Get the lay of the land, talk to everyone (especially Sabretooth), and then watch the briefing for an important mission. After that, it's up to you which tasks you want to accomplish before entering the Dead Zone.

This is the first time that your team has had access to an Xtraction Point (the bright-blue circles on the ground). These points are used for switching your team, restoring knocked-out characters to active status, extracting to different parts of the world once you find other Xtraction Points, and saving your progress.

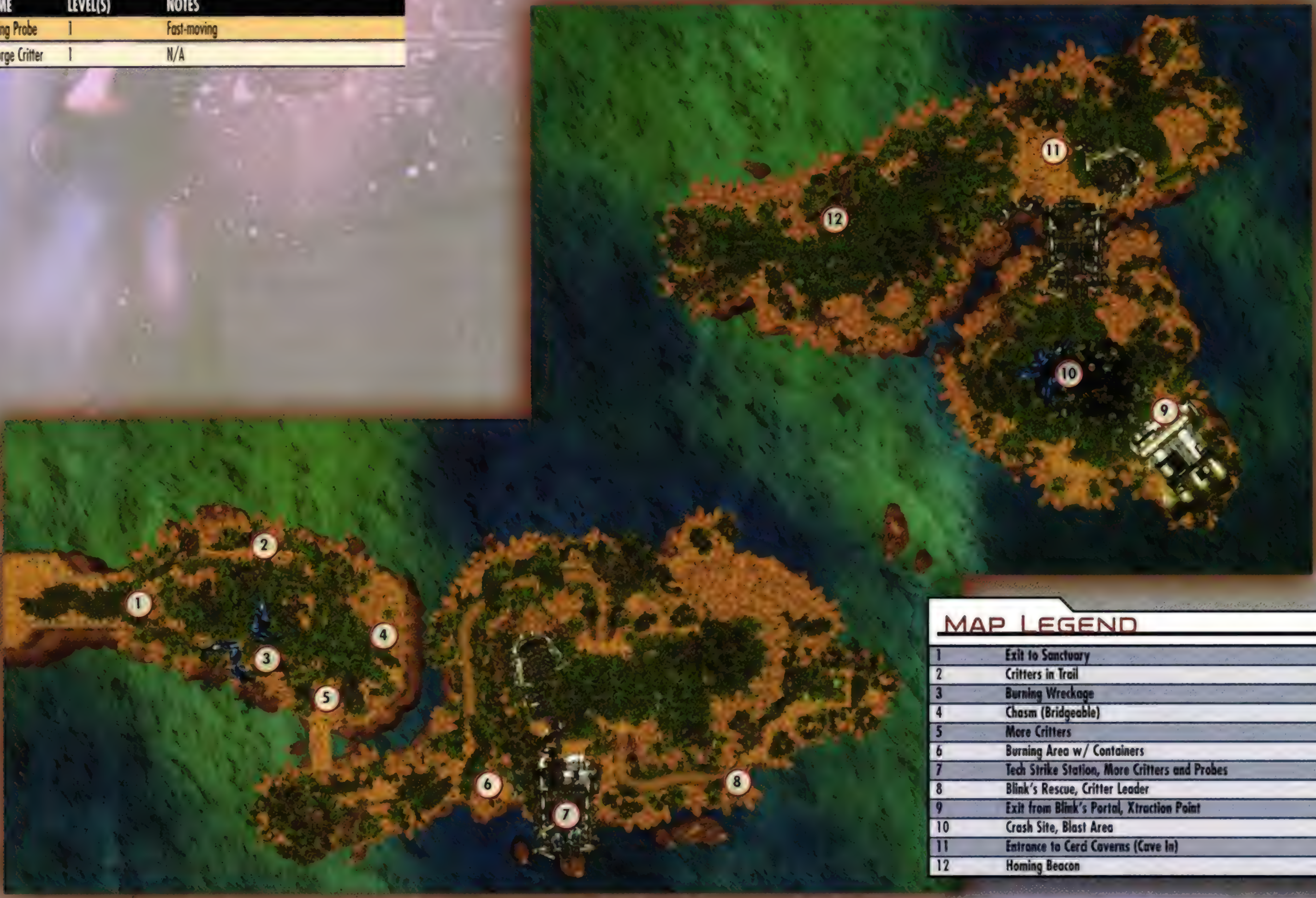
POSSIBLE ACTIONS

- Buy/sell items with Beast
- Use the Xtraction Point to save or switch team members
- Use the Trivia System to test your knowledge (answers are found at the end of this guide)
- Enter the Danger Room (this is an option for later, when you have discs for it)
- Review Loading Screens, Comic Books, Sketch Books, and so forth
- Store Extra Equipment

DEAD ZONE

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Culling Probe	1	Fast-moving
Scourge Critter	1	N/A



MAP LEGEND

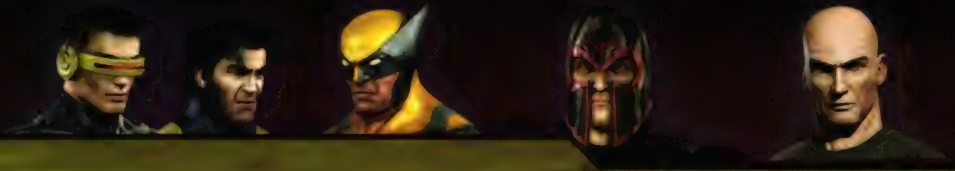
1	Exit to Sanctuary
2	Critters in Trail
3	Burning Wreckage
4	Chasm (Bridgeable)
5	More Critters
6	Burning Area w/ Containers
7	Tech Strike Station, More Critters and Probes
8	Blink's Rescue, Critter Leader
9	Exit from Blink's Portal, Xtraction Point
10	Crash Site, Blast Area
11	Entrance to Cerd Caverns (Cave In)
12	Homing Beacon

The Dead Zone has certainly seen friendlier days, at least for the mutants of the Brotherhood. Now, a race of insectoid creatures controls the area. Your duty is to push these enemies back, while searching for one of the mutants who was lost during the earlier fighting. Her name is Blink, and it sounds like she was in trouble when Sabretooth lost sight of her.

The Scourge Critters on these paths aren't very powerful, and at first you only find them in small groups. Fight through them on the north side of the path, or take the route to the south and use characters like Storm to put out the still-burning fires so you can cross safely. From there, the path continues off to the right, with more enemies along the way.

DON'T BURN YOUR BRIDGES

You can save some time if you have a character who can form a bridge for the team, such as Iceman or Jean Grey. There's a floating blue X by the chasm on the left side of the path. This is an area where bridges can be created with mutant powers.

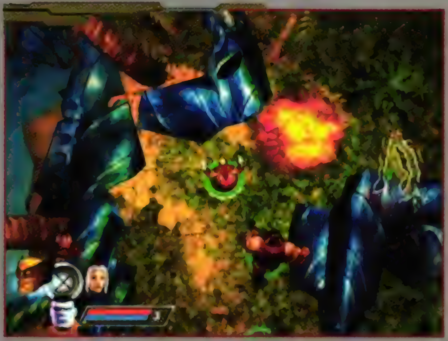


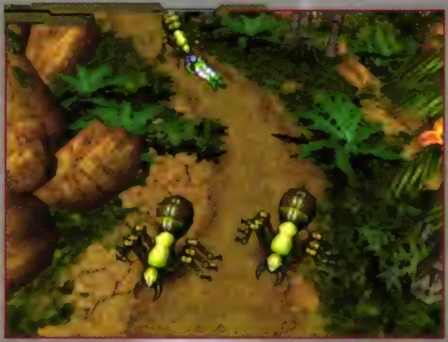
There are more of the Critters around the south side of the path. Use ranged attacks if they give you any trouble, and force them to close the gap, giving you more time to shoot at them. After a turn in the trail, you see some burning bushes to your right. Jump over them or put out the fire, and then destroy the containers for some extra treasure. Continue north along the trail, past the fire, and fight more groups of Critters. From time to time you see some larger ones ahead, dragging Blink up to higher ground. Although it isn't clear why they're doing this, it's a safe bet that you don't want them to take her much farther.

At the top of the rocky plateau is a larger collection of Critters, both the normal and mutated versions. Stay near the entrance to keep from being overwhelmed by the press of Critters. Use skill attacks freely, and don't be shy about tapping an Energy Pack for more sustained firepower. These fights are what your Packs are made for, and your team probably has its limit of Packs anyway. Use 'em or lose 'em! On the left side of the area are a few Culling Probes, although they aren't much of a threat by the time everything else is cleared.

Once the Critters are down, look inside the wreckage on the south side of the clearing. There's a Tech Station of Striking there. Any melee character will be very happy to use that, but you only get one shot! This station provides a permanent boost to one character's Strike. Make it count.

Take the tiny trail down to the cliff's edge. This takes the team all the way to the group that's carrying Blink. The Critters have a leader, and you shouldn't hold back on it. Call for the other members to use their skills, and watch as the group of enemies dissolves quickly into nothingness. Talk to Blink afterward and make sure that she's okay. Not only is she ready to make a portal onto the next island, but you learn a bit more about Sabretooth's gentle side. Who knew?

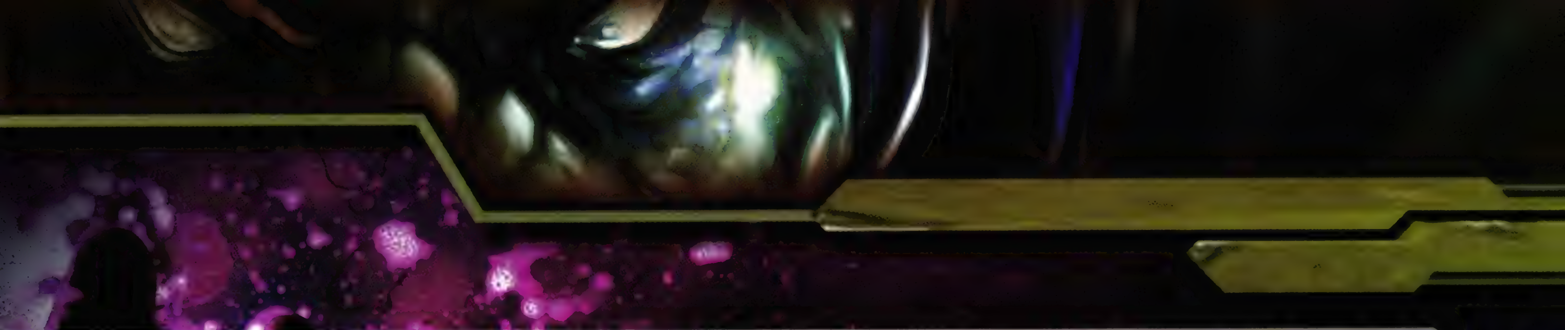




T'S A LONG WAY DOWN, AND THE ENDING ISN'T SO FUN

There are many places on the cliffs with no barrier by the edge. You might be tempted to try jumping over, just to see what happens. Be aware that it's a guaranteed knockout for any character who tries it.

To wake up a character that has been knocked out, return to an Xtraction Point that offers the ability to switch team members (and the vast majority of them offer all standard services). Use this feature, and add the injured character back to your team. There's a Techbit charge for this that increases based on the level of the injured character.



A LESSON ON BLINK'S PORTALS

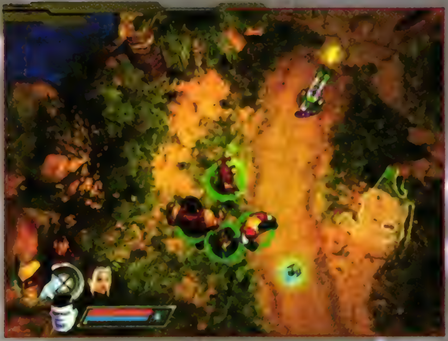
Now that Blink has joined the team, she can support your operations with her special powers. From the base, Blink can open portals to get everyone back to safety. This can be done once every five minutes. If you want to have access to an Xtraction Point, Blink's portal is perfect for getting you back to it. (Jumping back to base for quick equipment selling and team switches also works.)

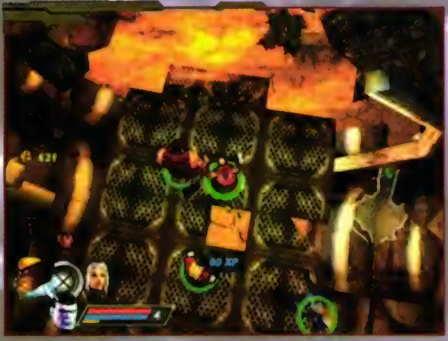
The portal to the next island has been created for you, and the team goes through it by default. There's an Xtraction Point on the other side, and a tip that explains what it's for. Forge uses the radio to tell your team that there's an active weapons system in the area. It looks like there are going to be some fireworks.

Clear the area of Culling Probes, and collect any items that have fallen during the fighting. Look to the area on the far side of the crash site and move northwest. There's a symbol on your map that represents an area change, but it doesn't look like anything important warrants the change! Indeed, it's a trap, and the ground collapses under your team. They plunge into the Cerci Caverns.

TRYING NOT TO GET SINGED

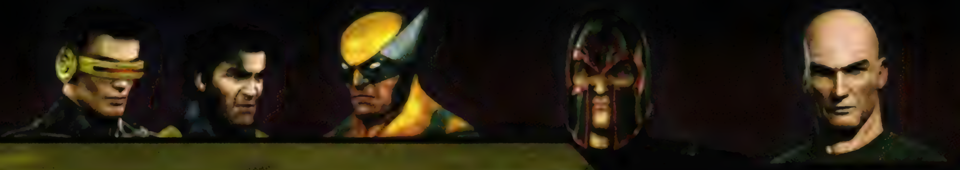
The active weapons platform over Genosha fires a red beam at the island chain (and the X-men are primary targets) from time to time. This is preceded by a noticeable increase in noise and a glowing around the target area. Get your team members out of the way as quickly as possible to prevent heavy damage. Notice that crates and other items are destroyed where the beam hits, releasing Techbits and other treasure for you to collect. Note that the first one is immediately after the first extraction point.





HOMING BEACON

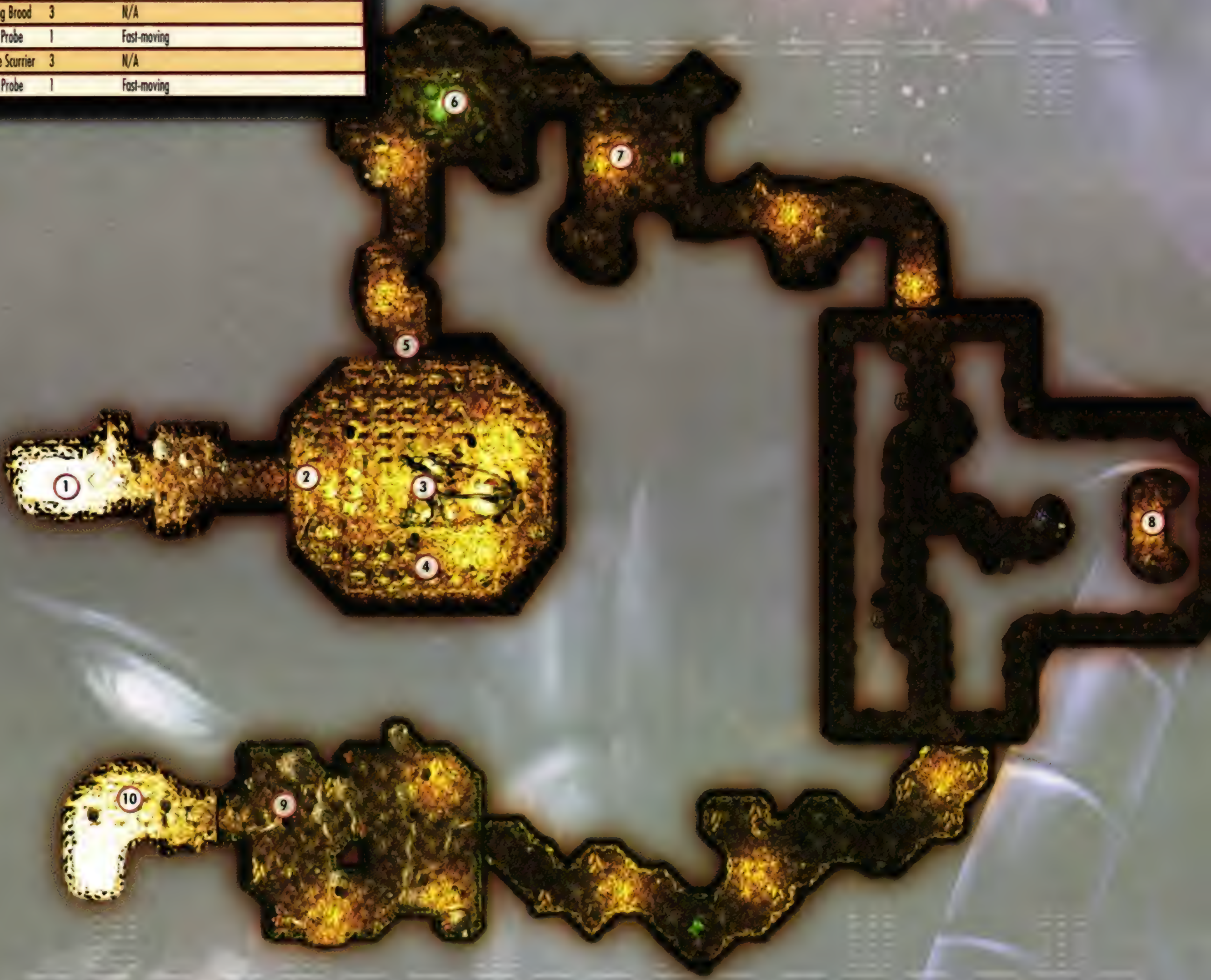
There are 20 Homing Beacons in the game. They reveal a hidden character, if you find them all and follow through on the process. The first one is in this area. Past the cave-in is an area with a number of enemies. Defeat them and follow the cliffs back to the end of the map, where Homing Beacon waits for you.



CERCI CAVERNS

ENEMIES IN THIS AREA

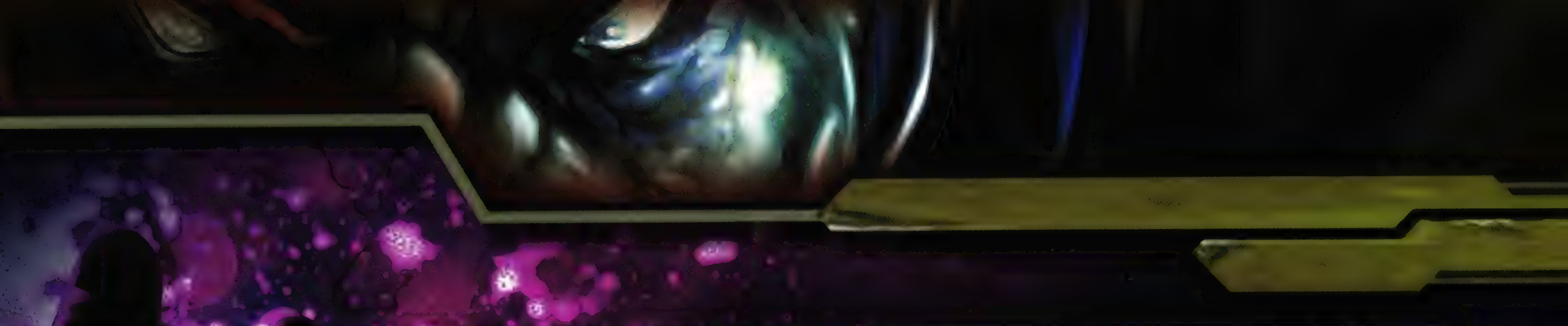
NAME	LEVEL(S)	NOTES
Brood Spawn	5	Small, hard to spot
Creeper	3	N/A
Creeping Brood	3	N/A
Culling Probe	1	Fast-moving
Famine Scurrier	3	N/A
Slayer Probe	1	Fast-moving



MAP LEGEND

1	Exit to Dead Zone
2	Large, Open Room
3	Security Code (Mission Target)
4	Flight Recorder
5	Breakable Webbing
6	Water-Filled Room
7	Danger Room Disc
8	Homing Beacon (Fly to Reach or Make Bridges)
9	Flight Recorder
10	Entrance to Barren Cliffs

The Cerci Caverns are infested with dangerous creatures that are waiting to get a taste of mutant flesh. Sadly, these creeps are going to be deprived of their fun and feasting, but keep a close eye on your primary character's Health just to be on the safe side.



Travel east down the main corridor and look in the central room ahead. There's a game tip discussing breakable walls. You've already come across such things, but this serves as a useful reminder. Break through the webbing into the next corridor when you're ready. First, however, search the room for a Flight Recorder, and fight the enemies here. The Creepers and Brood Spawn here are higher in level, and they leave behind thick mucous that traps anyone who steps on it (although the effect wears off quickly).

Take one set of **SECURITY CODES** from the device in the center of the room. There are two more of these that you need.

After breaking through the webbing to the north, follow the corridor through several simple encounters. The path bends, and there's much XP to be gained from the constant fighting.

Keep moving forward, past the water-filled room and the hallway beyond, and spend any points that your team gains from levels. It's likely that your characters are heading toward the fifth level by now, so you can start getting into a number of good Passive skills. Take Flight on at least one character, if possible. This comes in handy in the gigantic caverns ahead!

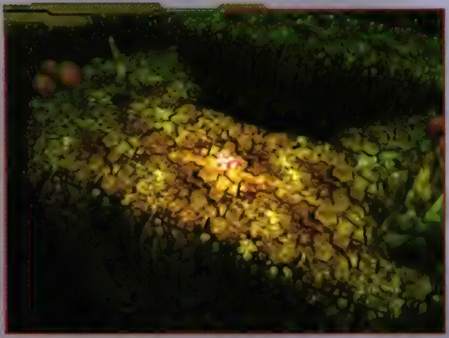
DANGER ROOM DISC

Out in the open, in the hallway past the room with a large pool of murky water, you find a Danger Room Disc (Setting 102: Throwing).

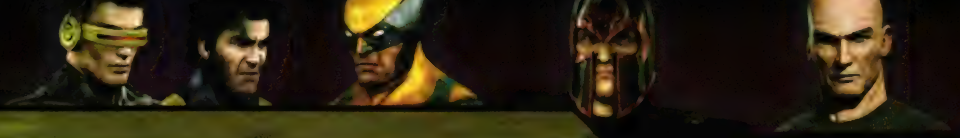
FLY FOR THE BEACONS!

There's a blue X in the large cavern, use a bridge builder here, shortly after you pass the Danger Room Disc. While fighting a number of Creeping Broods and such, you stumble across a gap that cannot be crossed normally. Have a character fly to the other side and touch the Homing Beacon there (only two more remain in Act I).

Long, snaking halls lead from the gigantic cavern toward the next big chamber. Crawling maggots cover the floor and there are large monsters here, but more troublesome are the many pieces of destroyable webbing that prevent easy movement. Add the Slayer Probe, which acts as a leader, and you have a problem. Take the room slowly, destroying webbing as you go for easier movement.



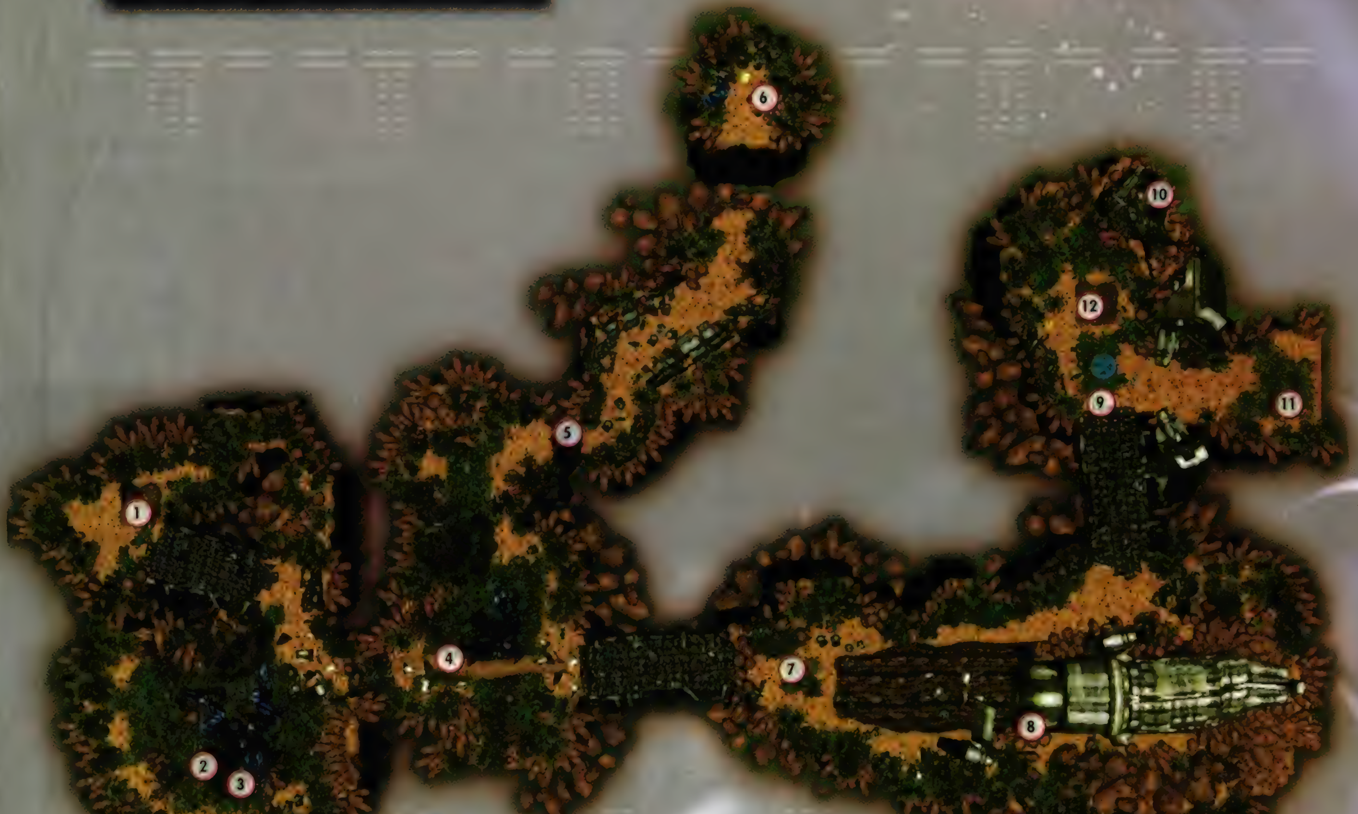
Defeat the leaders you come across, take any treasure, and use the exit that opens up toward the Barren Cliffs.



BARREN CLIFFS

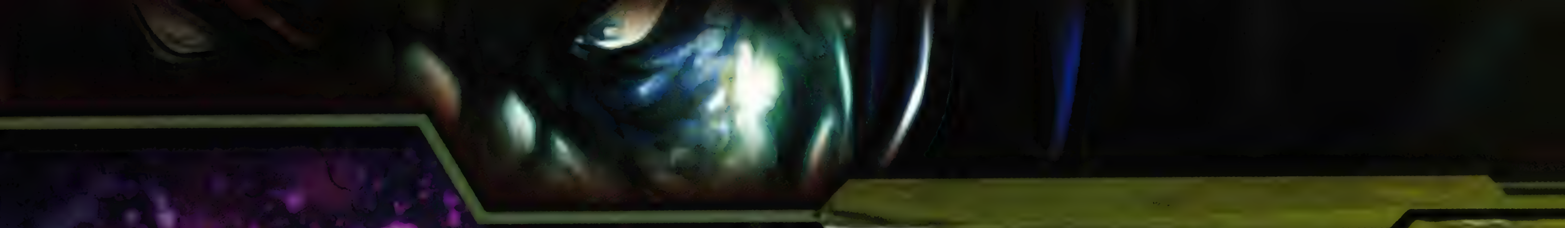
ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Expert Ranger	3	Human
Scourge Critter	1	N/A
Sentry Robot	4	Fast-moving, flying, ranged



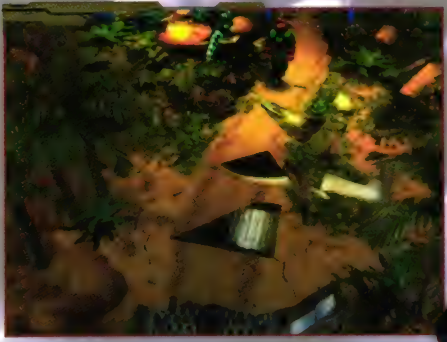
MAP LEGEND

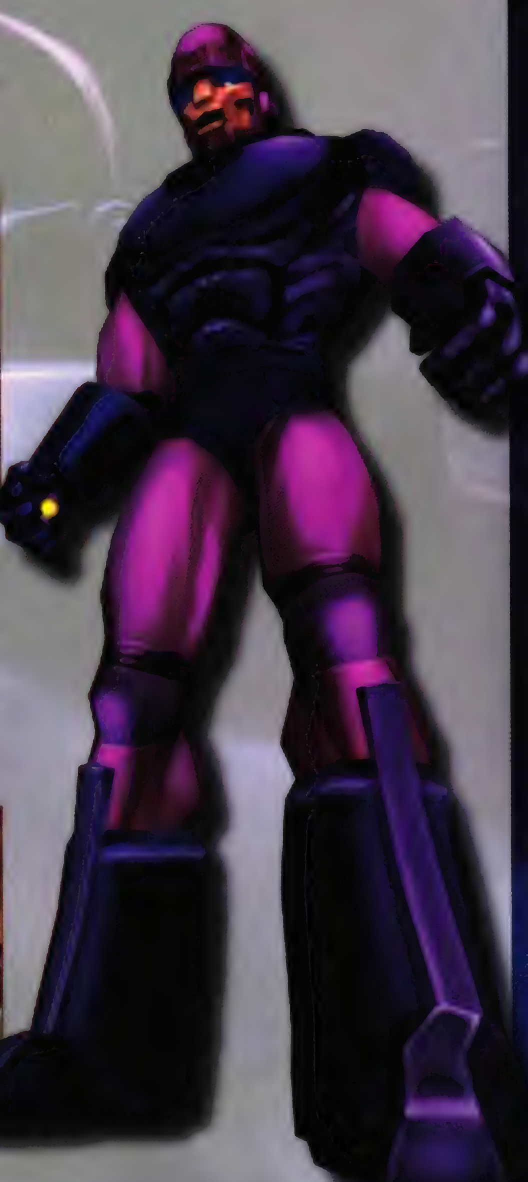
1	Exit to Cerci Caverns
2	Data Disc
3	Crates, Critters (Danger from Weapons Platform)
4	Grizzly Makes an Appearance
5	Use Flight Here
6	Weapon's Cache
7	Security Codes
8	Black Box Recorder
9	Xtraction Point
10	Console and Black Box
11	Entrance to Desolate Mesa
12	Entrance to Cerci Burrows



Back in the sunlight, your team should be ready to face some humans and robots again. (And there are still a few groups of crawling creatures around the lip of the cavern.) Avoid the beam from the weapons platform that's triggered when you approach the first open area of this map, and then search around for spare treasure. The fighting soon turns from the creatures of the caverns to Rangers and Sentry Robots. They come in small packs, so you should rely on burst damage.

Across the first cliff-bridge to the east, your team meets Grizzly. He once worked with Six Pack, but he's gone freelance. Actually, he's gone over to the bad side, and it seems like he's well aware of your current focus. (Mainly, to collect more of the Security Codes, like you found in the Caverns below.) Grizzly runs off for now, but it seems like a confrontation isn't too far in the future.

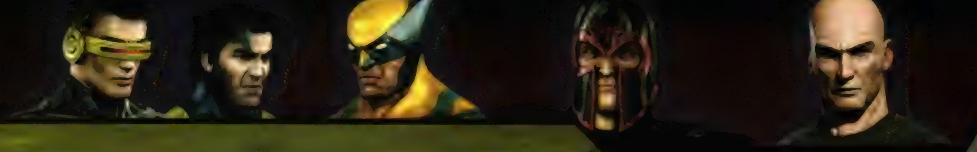




Take the side path, to the north from where you meet Grizzly. Fly across the cliffs in that direction. This involves two flights, since there are multiple sections of cliffs. On the far side is a golden box. These boxes contains caches of equipment, Techbits, and Health/Energy Packs. Take everything you find, and then return to Grizzly's spot. Advance from there. It won't be long before you find another console with a second set of **Security Codes**. It's on a broken piece of wreckage, spanning another gap.

Expect Robots and beam attacks on the other side of the wreckage. Hold back to avoid the worst of it, and advance slowly. A Black Box Recorder on the south side of the plateau reveals more of what has been happening on Genosha.

Grizzly appears again as you move toward the next bend, and he tries to halt the group's progress by activating an engine from one of the downed airships. There's an **Xtraction Point** there, along with two Black Box Recorders and a console that controls the active engine. (The console is at the back, next to the second Recorder.) Destroy the console to shut off the engine, and follow Grizzly.



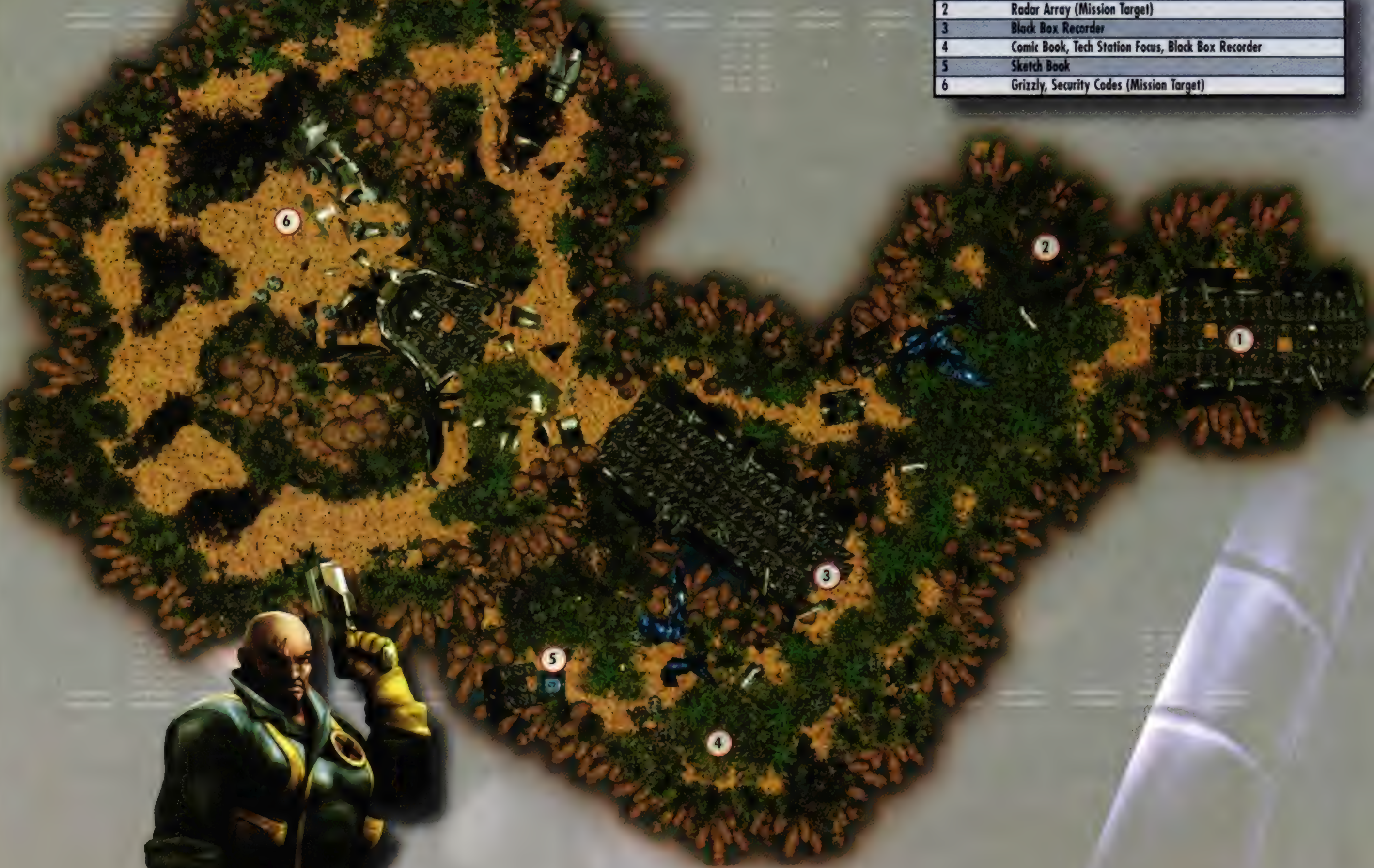
DESOLATE MESA

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Grizzly	5	High health, fast-moving, knocks characters down, light damage
Hunter Probe	5	Fast-moving
Sentry Robot	4	Fast-moving, flying, ranged
Slayer Probe	5	Fast-moving
Veteran Ranger	5	Human

MAP LEGEND

1	Exit to Barren Cliffs
2	Radar Array (Mission Target)
3	Black Box Recorder
4	Comic Book, Tech Station Focus, Black Box Recorder
5	Sketch Book
6	Grizzly, Security Codes (Mission Target)

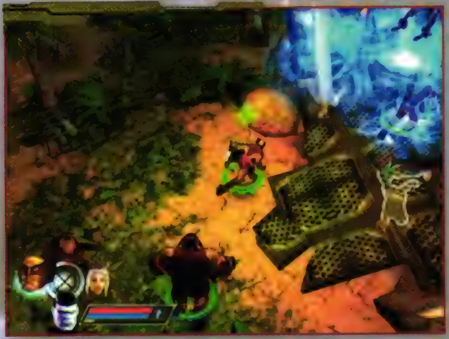


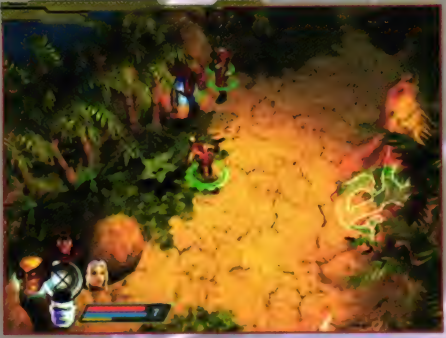
There are Veteran Rangers at the front of the Desolate Mesa. Fight them while moving to the right. There's a **Radar Array** here that you need to destroy. A few combinations of hits should do the trick. Make sure you've selected your best equipment for each character, and spend any skill/attribute points that they've accrued. There's a tougher fight coming up soon.

TECH STATION, A COMIC, AND A SKETCH BOOK (ALL TOGETHER!)

Follow the path south, and listen to the Black Box Recorders as you go. There are two of them along the path, and you're rewarded at the top of the turn with a Tech Station for Focus, a Sketch Book, and a Comic Book.

Cross the wreckage on the right side, and walk toward the circular area on the other side of the craft. Clear as many enemies as possible, and use Health/Energy Packs to get your primary character in the best shape possible. When ready, move to the other side of the cliff and wait for Grizzly to come forward. This time he's itching for a brawl, and you need to beat him to get the last **Security Code**!





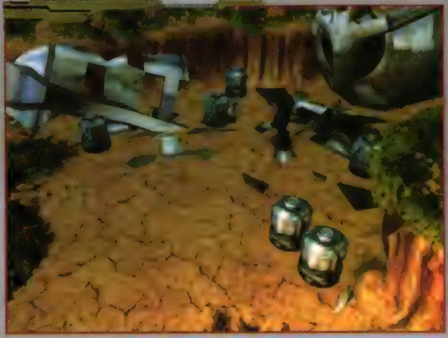
GRIZZLY IS ON THE MOVE

Grizzly doesn't do much damage, but he has a number of advantages over a normal character. The biggest problem for your team is that he moves *very* quickly and knocks his enemies down. Sometimes he even does this to a couple of characters at the same time. Although there are large items nearby that you can throw, it's extremely hard to hit Grizzly because of his constant movement. Instead, the safest method is to use short combos when Grizzly is moving, and then unleash combat skills when he slows down to attack.

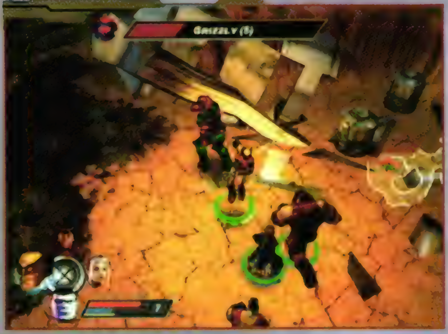
For the first time, your group benefits substantially from coming together for skill combos. Call for this repeatedly, while everyone still has the Energy to do it, and make those early moments of the encounter painful for this big bully. After that, either use Energy Pack to keep the punishment going, or settle in for a slower victory. It's likely that your team will come out ahead either way, because a strong start is usually enough to outlast Grizzly on any of the difficulty settings.

LEVEL 7 AND NEW SKILLS

With your team reaching level 7 at about this time, it's your first opportunity to look at the second tier of skills. There are almost invariably new active skills for combat, and frequently there are new Passive choices as well. Look for skills like Mutant Master to improve EP Regeneration Rates for high-cost characters, such as Storm and Bishop.

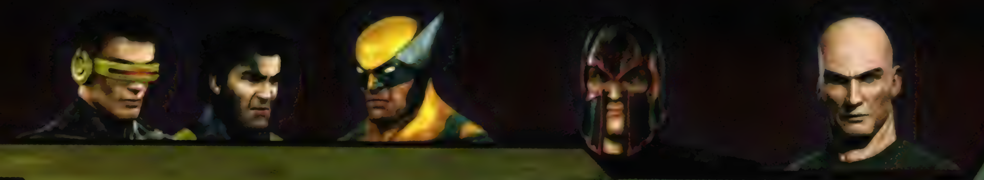


After Grizzly is down and out, look around his unconscious body for spare items and the **Security Codes** that complete the set your team has been assembling. This takes control of the weapons platform out of enemy hands. Congratulations!



Use a portal from Blink to return to base. Sell extra equipment, rest for a bit, and talk to everyone back at the base. Sabretooth is funny to tease, and Angel has important information from a recent scouting run. This adds a new objective for your team.

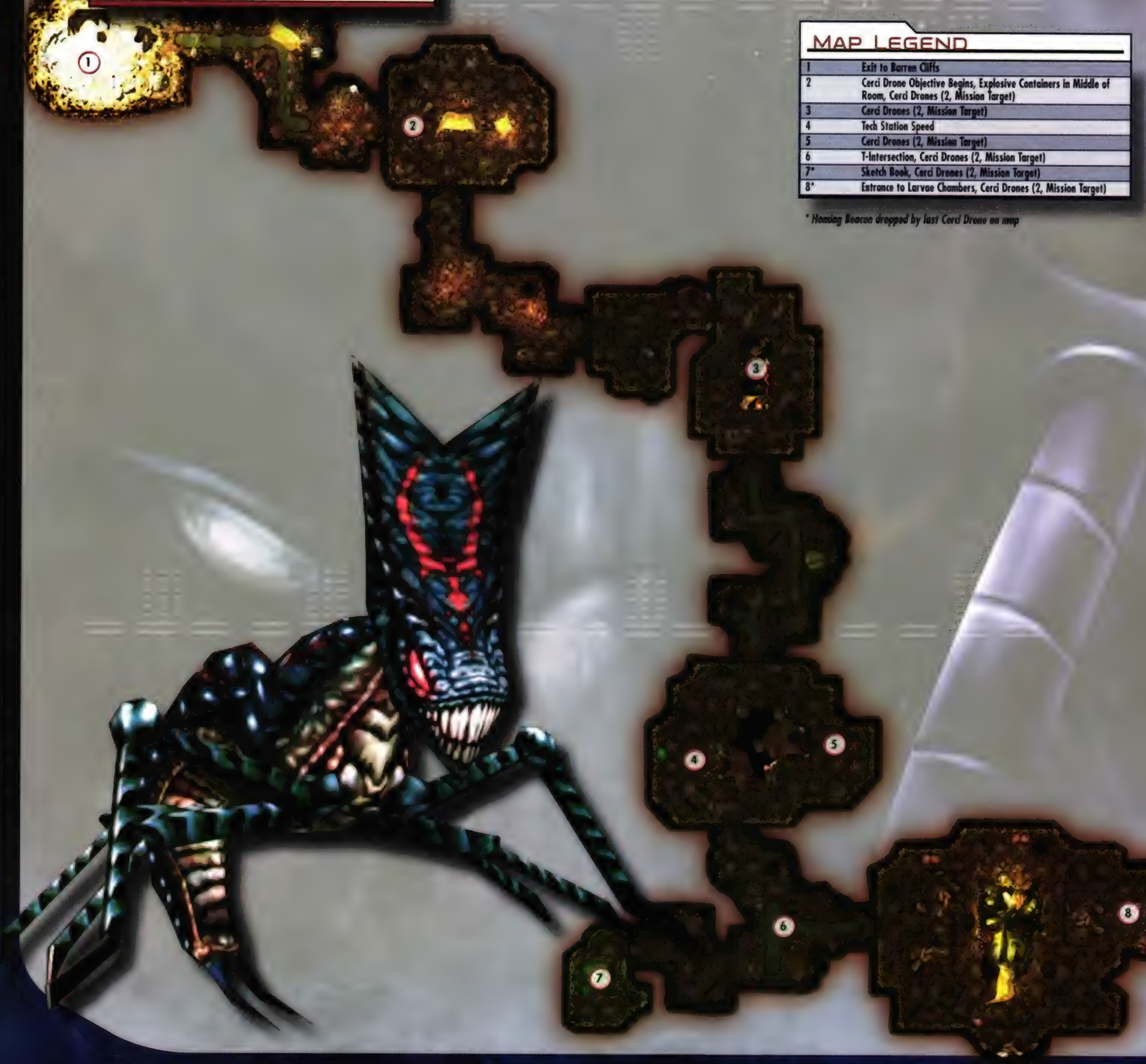
Save your game at the Xtraction Point, and then extract back to the Barren Cliffs (it's faster than taking the portal back). Another cave-in has uncovered a second set of Cerci tunnels. Walk into their depths without fear.



CERCI BURROWS

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Brood Spawn	5	Small, hard to spot
Cerci Drone	6	Mission target (12/12)
Creeper	3	N/A
Foming Scurrier	5	N/A
Sinister's Pet	5	Altered genetics, leader
Slime Maggot	5	Ranged



MAP LEGEND

1	Exit to Barren Cliffs
2	Cerci Drone Objective Begins, Explosive Containers in Middle of Room, Cerci Drones (2, Mission Target)
3	Cerci Drones (2, Mission Target)
4	Tech Station Speed
5	Cerci Drones (2, Mission Target)
6	T-Intersection, Cerci Drones (2, Mission Target)
7*	Sketch Book, Cerci Drones (2, Mission Target)
8*	Entrance to Larvae Chambers, Cerci Drones (2, Mission Target)

** Homing Beacon dropped by last Cerci Drone on map*

The Cerci Burrows have tougher creatures than the previous area of tunnels, but your team is stronger and should be able to face them. As you move toward the first big chamber, notice that there are many boulders in these burrows. Characters with two ranks of Might can throw these boulders, dealing a lot of damage if they hit. If you want some extra firepower, move your mighty characters forward while carrying the boulders, and then hurl them at the Brood Spawn, Slime Maggots, and other creatures in the main room.

This area has a peripheral mission that's worth bonus experience for your team members. The task is to stop twelve **Insect Drones** here in the Burrows. (The Cerci Drones appear on the map when you enter their rooms.) There are two of them in the first chamber you reach when the mission is given. Don't show them any mercy, but be careful where you swing. There are containers of explosive materials in the center of the room.

TOSSING CONTAINERS

Characters who hit those explosive containers are going to take a nasty blast to the face and a few dozen points of damage. You might be wondering what happens when you throw one of these containers at enemies. Try it! Do it at medium or long range, and the results are spectacular. This blast has an area of effect, which means that a cluster of enemies won't stand up to much punishment after that.

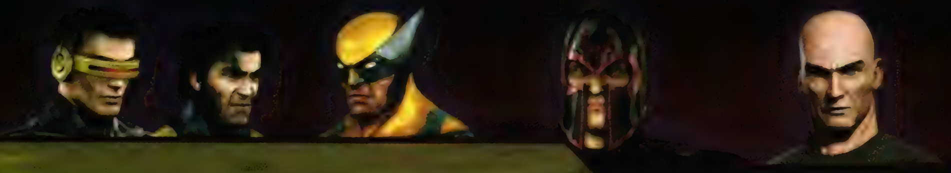
The tunnels take the group to another chamber, without giving you any side branches. The next room has two more **Cerci Drones** to defeat. Don't hop down into the pit in the center of the room, even though the bones at the bottom look rather interesting. After another run through the corridors, your team reaches an even larger chamber. This one has a Tech Station of Speed on the right side of the room, and a pair of **Drones** on the left.

The passageway reaches a T-intersection once you leave. There are two **Drones** in that section of the hallway. Take the right branch, and fight an enemy leader for control of the room that terminates the branch. There are two more **Cerci Drones** there.

A SKETCH BOOK

That small room on the right side has a Sketch Book. It's out in the open, but you might miss it during all the fighting if you aren't looking for it.

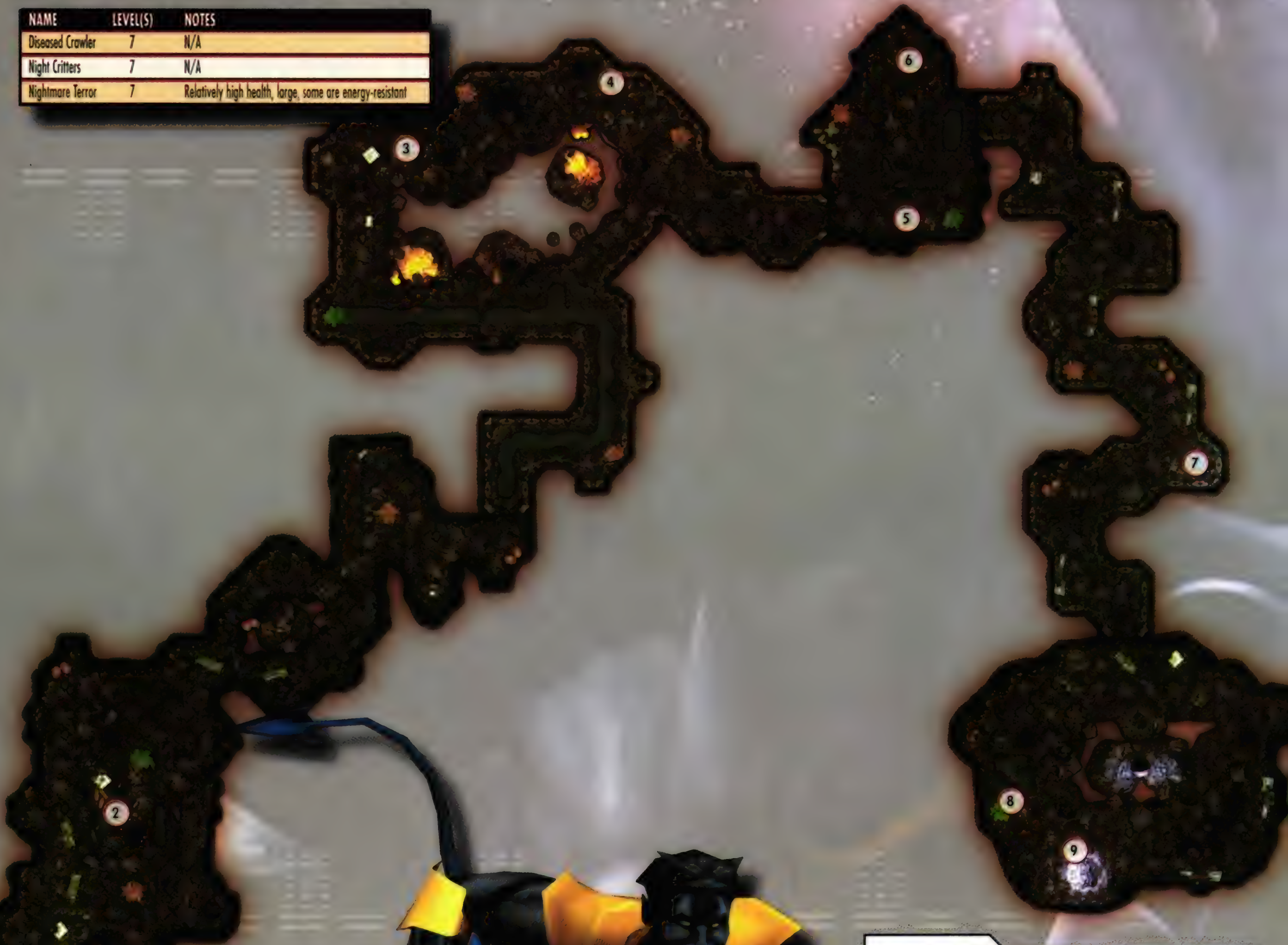
The final two **Drones** are down the left branch from the T-intersection. Slaying them completes the optional mission that you were given at the beginning of this area, with a couple thousand points of experience and the third Homing Beacon to top things off. When the rest of the room is vacant as well, take the passage down into Larvae Chambers.



LARVAE CHAMBERS

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Diseased Crawler	7	N/A
Night Critters	7	N/A
Nightmare Terror	7	Relatively high health, large, some are energy-resistant



MAP LEGEND

1	Exit to Cerci Burrows
2	Egg Cluster Objective Begins, Egg Cluster #1 (Mission Target)
3	Egg Cluster #2 (Mission Target)
4	Tech Station of Health
5	Egg Cluster #3 (Mission Target)
6	Comic Book
7	Xtraction Point
8	Egg Cluster #4 (Mission Target)
9	Entrance to Queen's Lair

The Larvae Chambers start off with almost immediate combat and a new objective as well. Your newest task is to destroy four Egg Clusters in this area. This will prevent problems on Genosha that could persist for a very long time.

FINE USE OF MONEY

You should almost have enough money to buy everyone on the team a skill point. This is a fine time to do so. The cost is as low as it's going to get, because increasing levels affect the price. The price also increases for each character every time they grab a free point, but that's going to be true whenever you make your move. Besides, there are few pieces of equipment worth purchasing at this stage that compare to the power of having a free skill point!

All of the target clusters are marked on the map. The first **Egg Cluster** is deeper into the first room, slightly on the right. The Night Critters and Diseased Crawlers that swarm around aren't dangerous enough to slow you down. However, they close the gap well. Unless your favorite skills can hit moving enemies easily, it's better to use a simple Attack or Smash combo on the first enemy you see, and then switch to combat skills for fast victories against anything else.

Stay to the right as you follow the hallways up to the next cavern. There's a gaping pit dominating the room. Work your team around to the north side of it, and use the Tech Station of Health for a boost to your best tank's survival. A second **Egg Cluster** is nearby, so you can destroy that without wasting more than a moment's time. For a shortcut back, fly across the pit.

Skirt the right side of the pit room and continue toward the third **Egg Cluster**. Destroy that pile as soon as you reach it, and then search the rest of the room. Instead of returning to the pit room, move east. This passage leads to an Xtraction Point (and it's a good time to save your game).

ONE COMIC BOOK, ONLY SLIGHTLY GOOEY

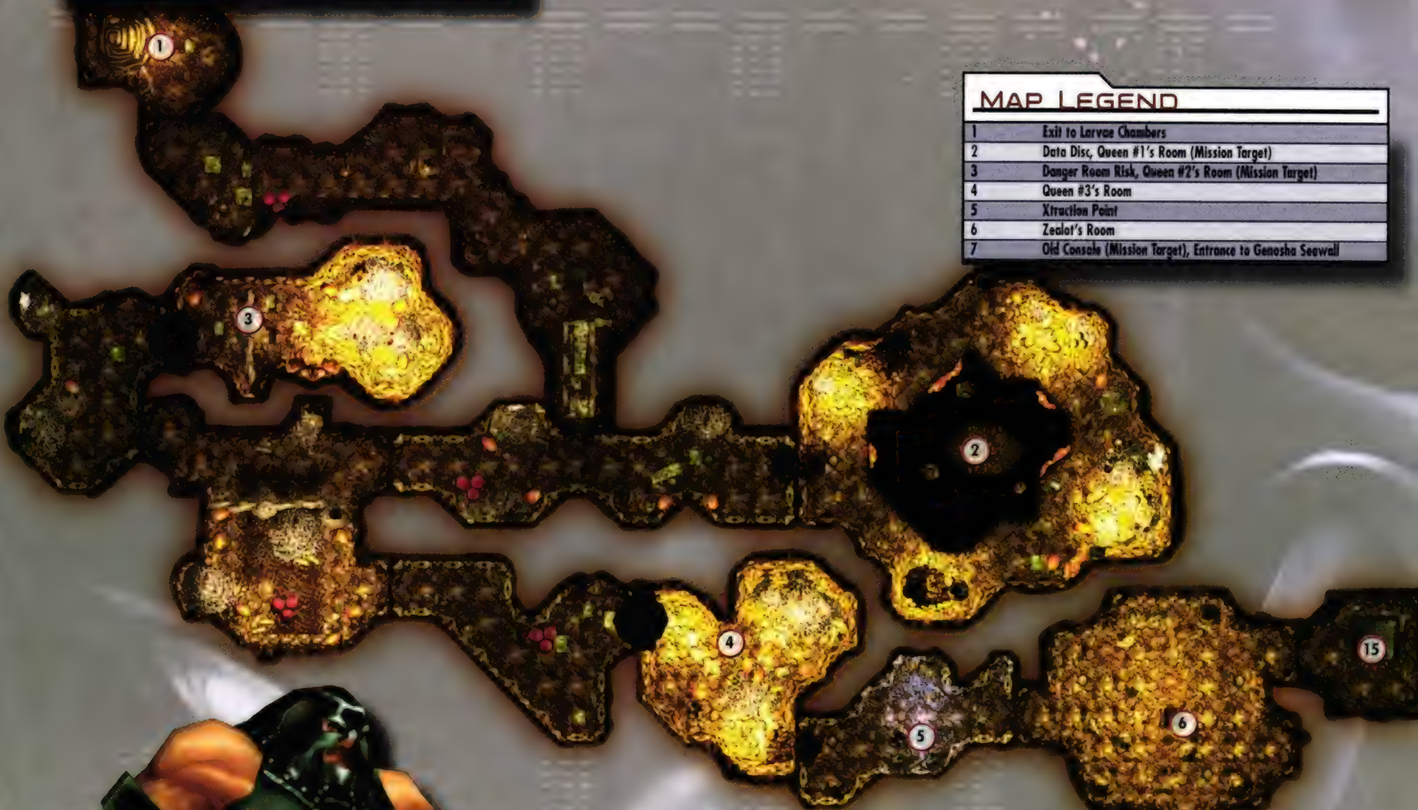
The pointy end of the second Egg Cluster room has a Comic Book that's free for the taking.

There's another pit room just after the Xtraction Point. While fighting the fairly heavy group of enemies, maneuver to the left side and cut through a bit of webbing for two extra Health Packs. The final **Egg Cluster** has its defenders, but this is the final struggle to complete the area, so feel free to unload with a couple more skills than usual. Once you've destroyed all of the Egg Clusters, your team receives a dose of extra experience. Now descend into the Queen's Lair.

QUEEN'S LAIR

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Brood Spawn	5	
Nightmare Terror	7	Relatively high health, large, some are energy-resistant
Queen	8	Various effects
Zealot Minion	9	Ranged, can stun targets
Zealot	30	Doesn't move much, very high health, drops large boulders on area



MAP LEGEND

1	Exit to Larvae Chambers
2	Data Disc, Queen #1's Room (Mission Target)
3	Danger Room Risk, Queen #2's Room (Mission Target)
4	Queen #3's Room
5	Xtraction Point
6	Zealot's Room
7	Old Console (Mission Target), Entrance to Genosha Seawall

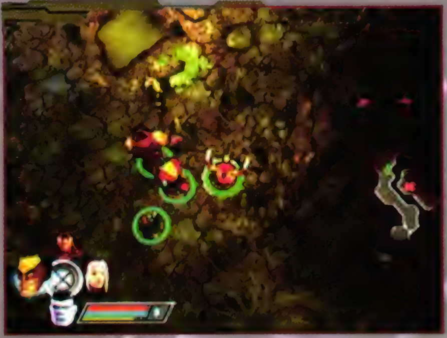
The Queen's Lair is an exciting level with a mix of humanoid and monstrous adversaries. Your next objective is to stop all three of the Cerci Queens in this section of tunnels. Luckily, the Queens aren't grouped together, so your team can take each one down without worrying about getting flanked.

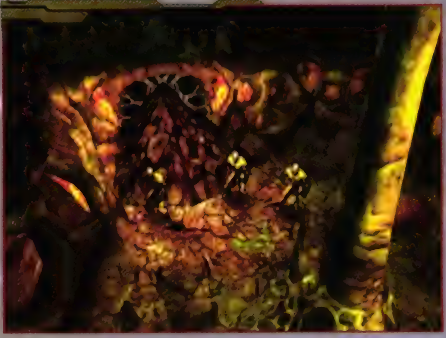
The initial passage leads to an intersection that splits east and west. Take the east route, which soon terminates, and defeat the first **Cerci Queen** there. Use your ranged characters to lure the Queen forward, and then ambush her with a combined skill attack from your team. This is likely to knock out the Queen before she can accomplish much.

DATA DISC

Fly to the center of the first Queen's room for an easy Data Disc.

The west passage from the main junction soon comes to a chamber that has webs running from wall to wall. There are Nightmare Terrors all over the place, and they aren't bothered nearly as much by the webbing. Use combos to clear the webbing, and switch to damaging skills to stop the Terrors. Avoid the exit to the south for now, and walk straight through the room. Bend around the corner and enter the cubbyhole where the second **Cerci Queen** resides.





DANGER ROOM DISCS CAN'T BE DIGESTED!

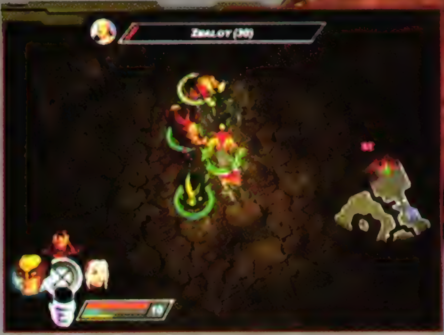
Slash through the eggs to get to the back of the Queen's room. A Danger Room Disc with Moves 103 and Moves 104 is trapped by the egg clusters.

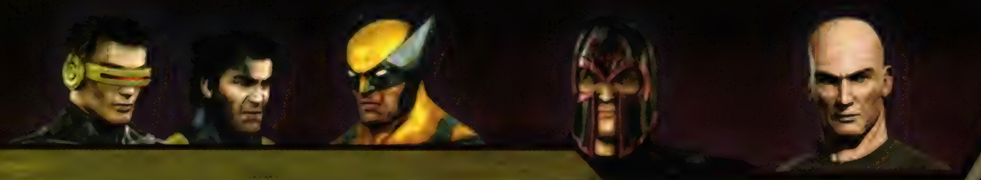
Hack through the accumulated rubble that fell during the ambush, and retreat to the previous room. This time, take the archway on the south side. When your team gets inside the final **Cerci Queen's** lair, Zealot Minions attack. Instead of rushing toward the Queen, who's farther away that the last one was when the Minions appeared, charge the Minions and stop their ranged barrage. Without them, the Queen is doomed.

After you've beaten Zealot, a short run takes you to the end of the Queen's Lair. Use the Security Codes on the Old Console that's set into the stones. This reveals the hidden entrance to the Genosha Seawall. Apocalypse has placed traps there that might destroy Genosha and its remaining mutants if your team can't get in there soon.

THE WORST ARE FULL OF PASSIONATE INTENSITY

Use the Xtraction Point in the adjoining hallway to save your game. A somewhat lengthy fight is just a moment away. Zealot attacks your team as soon as you enter the following room. This fight requires less subtlety but far more power than the engagement against Grizzly. Zealot digs in his heels, moves very seldom, and slugs away at anyone nearby. His favorite pastime is to drop sections of the ceiling onto himself and everyone around. This protects him briefly, while scattering your team. When this happens, back away and call the team together to resume the fight.

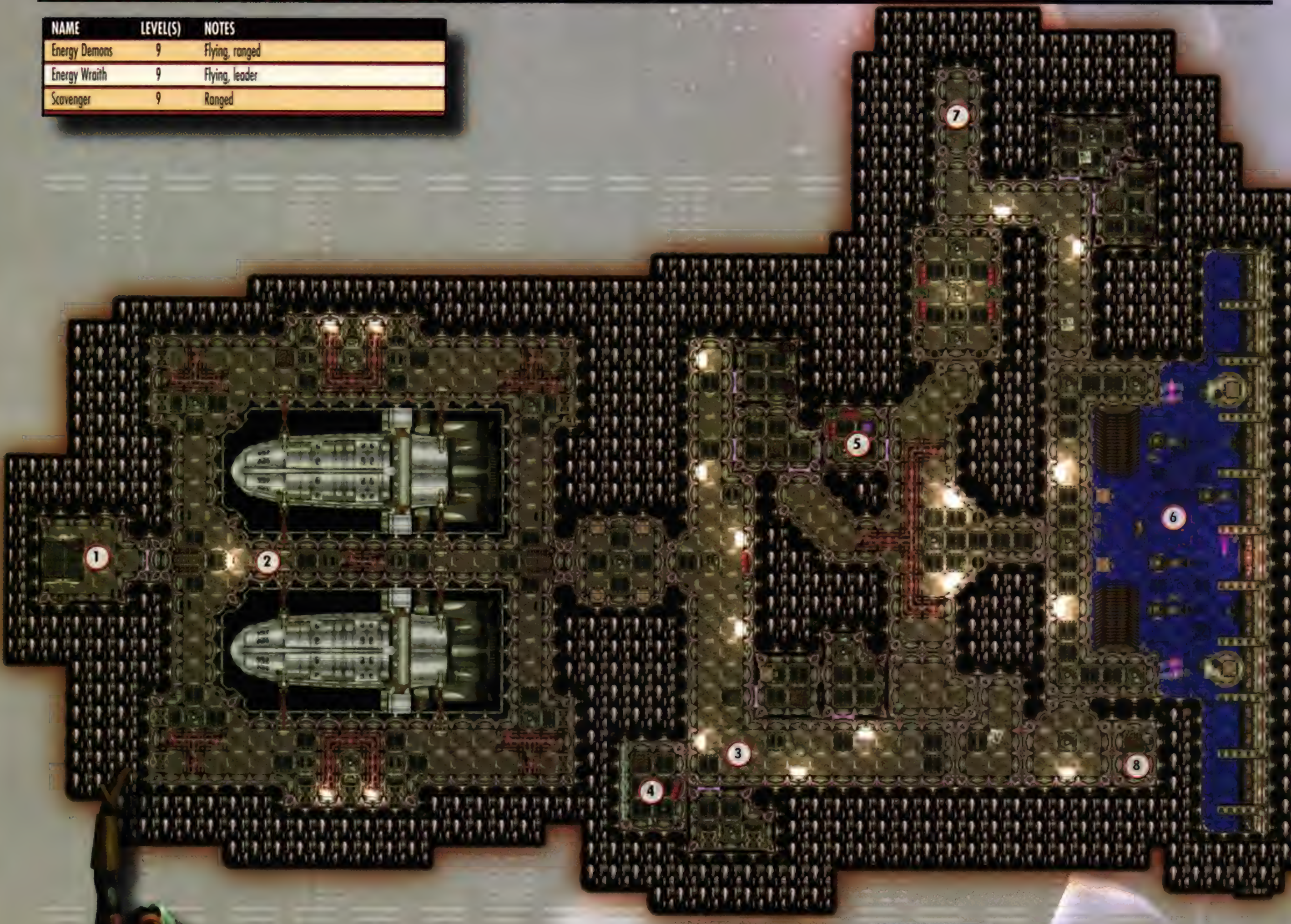




GENOSHA SEAWALL

ENEMIES IN THIS AREA

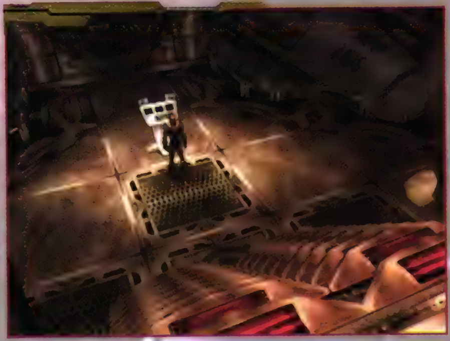
NAME	LEVEL(S)	NOTES
Energy Demons	9	Flying, ranged
Energy Wraith	9	Flying, leader
Scavenger	9	Ranged

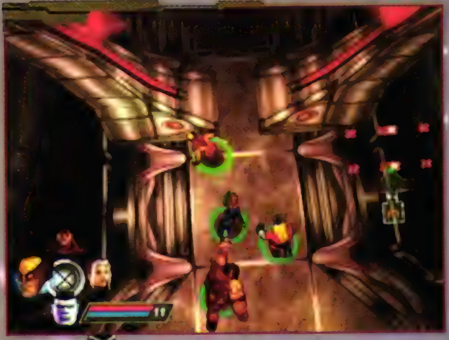


MAP LEGEND

1	Exit to Queen's Lair
2	Dirigible Room, Dirigible Moorings (8, Mission Targets)
3	Console (Brotherhood Character Only)
4	Homing Beacon
5	Tech Station of Energy
6	Seawall Room (Bombs in NW, NE Corners, Support Beam in Center)
7	Entrance to Southern Habitats
8	Active Router

Apocalypse's servants have set an unknown number of bombs into the Seawall, and there are many prisoners who need to find safety before you can leave this area. Open the front doorway, and speak to the pilot who's preparing to take an initial shipment of mutants away from the endangered base.





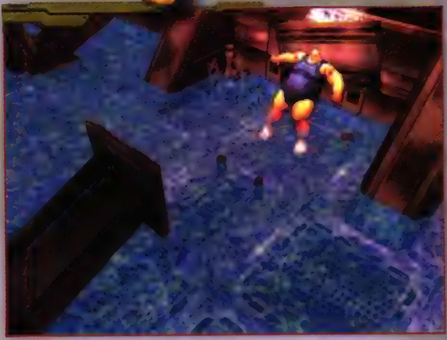
To help the mutants escape, destroy the eight **Dirigible Moorings** in the front room. Use fast combos or one of your heavy hitters' skills to quickly destroy these moorings, while making a full circuit of the room. Small pockets of ranged Energy Demons and Scavengers are here, and they can deal damage quite effectively. Don't hesitate to use skills against these opponents for greater safety. Note that the large containers against the walls are too large to lift, but they can easily be destroyed, often releasing adequate supplies of Techbits.

Once the Dirigible Moorings are destroyed, the craft prepares to leave, and your team is free to continue into the base. This area is dominated by a large hallway that surrounds a central square of rooms. Turn south when you enter the hallway, and fight your way toward the rooms on the outer edge.

THE BROTHERHOOD HAS ITS USES

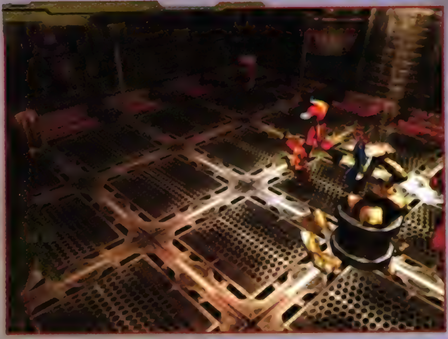
The first room on the outer rim of the hallway, on the right side, has a console outside of it. Make a Brotherhood character (such as Juggernaut, Magneto, Toad, or the Scarlet Witch) use that console to unlock the corner room. Inside are a couple of Packs and the fourth Homing Beacon. Touching this unlocks a portal back to your base. You can use this at any time from this point forward.

Enemies in the small portal areas are tougher than many of the generic foes, and these special areas guard the four pieces of Iron Man's armored suit. Collect the first piece at your leisure. There's a major reward for completing the task and taking the items to the secret area in Act V.



The end of the southern hallway takes the team into a series of small rooms with more Energy Demons and their Energy Wraith leaders. Defeat them, and restock your supply of Health and Energy Packs.

Next, slip into the larger chamber to the east. The Blob is in there, being heroic (which is really something to see). He needs help to keep the rest of the bombs in the room from detonating, because the one by him has already exploded. Have a character fly onto the platforms by the two Seawall corners and destroy the detonator systems up there. Next, make a character with forceful skills or Might jump down and push the large support beam forward to take the Blob's place. In return, he assists your team until everyone approaches the exit on the left side of the main hallway. If you want his help as long as possible, don't walk over to that area until everything else is cleared.



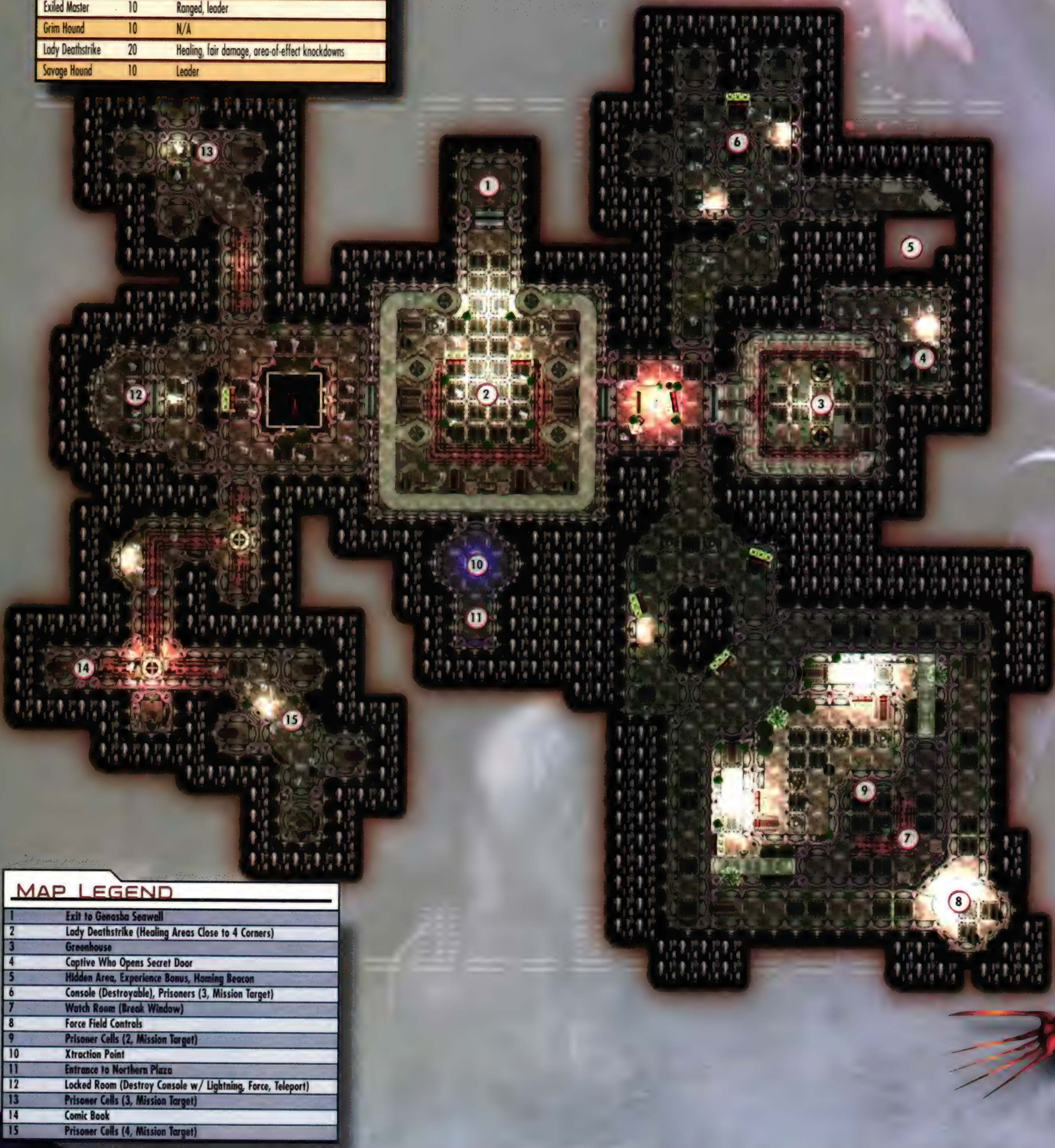
Use the door in the middle of the Seawall room to enter the internal hallways. A small room just off the junction has a Tech Station of Energy, and the fighting is intense no matter which way you turn. This is very effective for taking the team to higher experience levels, so don't rush past any of the viable targets here.

When enough of the enemies are cleared, take the northern route and open the doors to the Southern Habitats. Blob takes a portal back to base before he loses his gentlemanly demeanor.

SOUTHERN HABITATS

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Exile	10	Ranged
Exiled Master	10	Ranged, leader
Grim Hound	10	N/A
Lady Deathstrike	20	Healing, fair damage, area-of-effect knockdowns
Savage Hound	10	Leader



MAP LEGEND

1	Exit to Genosha Seawall
2	Lady Deathstrike (Healing Areas Close to 4 Corners)
3	Greenhouse
4	Captive Who Opens Secret Door
5	Hidden Area, Experience Bonus, Homing Beacon
6	Console (Destroyable), Prisoners (3, Mission Target)
7	Watch Room (Break Window)
8	Force Field Controls
9	Prisoner Cells (2, Mission Target)
10	Xtraction Point
11	Entrance to Northern Plaza
12	Locked Room (Destroy Console w/ Lightning, Force, Teleport)
13	Prisoner Cells (3, Mission Target)
14	Comic Book
15	Prisoner Cells (4, Mission Target)

I NEVER MET ADAMANTIUM I DIDN'T LIKE

Everything starts with a bang in the Southern Habitats. Lady Deathstrike has prepared an ambush for your team, and she has a major advantage because of it. If you don't have enough Health Packs to go around, take a Blink portal back to base before entering the Southern Habitats.

Lady Deathstrike has some powerful attacks, including a spin that knocks everyone on the team to the ground unless they aren't engaged in melee. (Its range is better than you might expect, too.) Beyond the moderate damage and somewhat respectable Health, Lady Deathstrike can restore her Health by running up to the second level of her room, where there are four stations for her to use. To stop this, follow Lady Deathstrike up the stairs and hit her to get her back into the fight. Flying characters are fast enough to meet her up there, preventing any bonuses that she might receive.

The best time to stay away from Lady Deathstrike is when she leaps down from the healing areas. As soon as she gets her balance back, she spins and knocks everyone over. Hold off, and let her throw a temper tantrum before you engage her again. Health is more of an issue in this fight than Energy. Lady Deathstrike isn't too tough, but she delivers pain like an angry, adamantium-enhanced lion.

Luckily, you get to unlock an Xtraction Point when the fight is done. Across from the main entrance is a small room with an Xtraction Point and the exit to the Northern Plaza.

Now that you have time to look around the room, you can see that there are three exits. The door on the second tier, east side, goes into the main prison area. Walk along the hallway on the right side of the compound, and take the thin walkway across the gap. This leads to a room with more Exiles and a mesh window. Break the window and leap down into the lower level on the outside. (This area is protected by force fields, but the window allows you to get inside.) Use the Consoles here after the Exiles are down, and then move around the hallway and down to the inside area of the compound. Save the two **Prisoners** on the inside, and then backtrack to the first room on the right side.

Back at the junction, use the southern door this time. Travel to the back of the greenhouse there, and up to a small area where another Genoshan is waiting. He has been growing food during the occupation. Now that you're here, he opens a hidden door and gets out while the getting is good. This door is on the other side of the chamber, and it doesn't show up on the map. Walk inside and collect free experience while moving down the corridor. This path takes you behind another prison block. Wipe out the Exiles, destroy the Console in the center of the block, and then free the three **Prisoners** from their cells.

You've now cleared the east wing of the Southern Habitats. Return to the main room and examine the area to the west. This area is under a better lockdown, so you'll need a few tricks to get into the peripheral chambers. If you don't already have a character who can affect machinery through doors, such as Storm or Magneto, return to the Xtraction Point and add one to the team. Approach the central door on that wing, swivel your camera to view the control systems on the far side of the wall, and destroy them. Having a character who can Teleport inside would also do the trick.

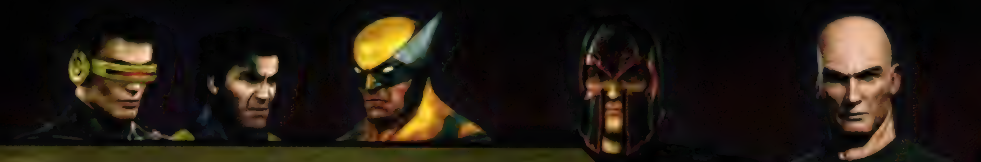
Once the fields are down, clear the right side and use the Console there to unlock three more cells. Free the **Prisoners** inside, and enjoy their heartfelt gratitude. The left side has a similar arrangement, although the area is a bit more spread out.

Move along the hallway on the left until you reach another Console. Use it or destroy it to save the last block of **Prisoners** in the Habitats.

WHO LEFT THIS IN HERE?

The first cell along the right end of the hallway has a Comic Book. At least the prisoners can have a *little* fun.

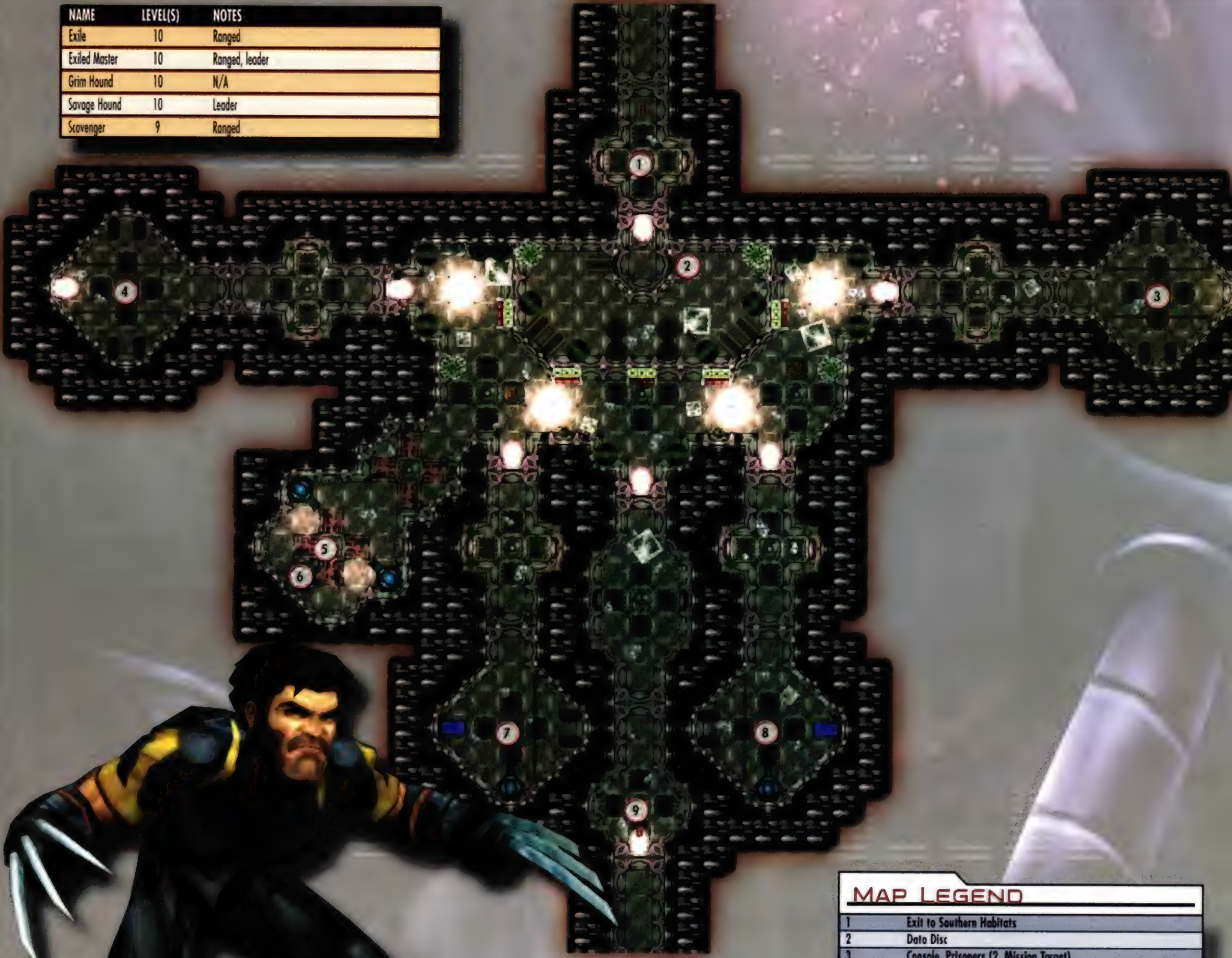
Save your game at the central Xtraction Point, and move on to the Northern Plaza when your team is ready to save a few more people. Whoever Apocalypse has put in charge of this operation is probably starting to get a little bit nervous by now.



NORTHERN PLAZA

ENEMIES IN THIS AREA

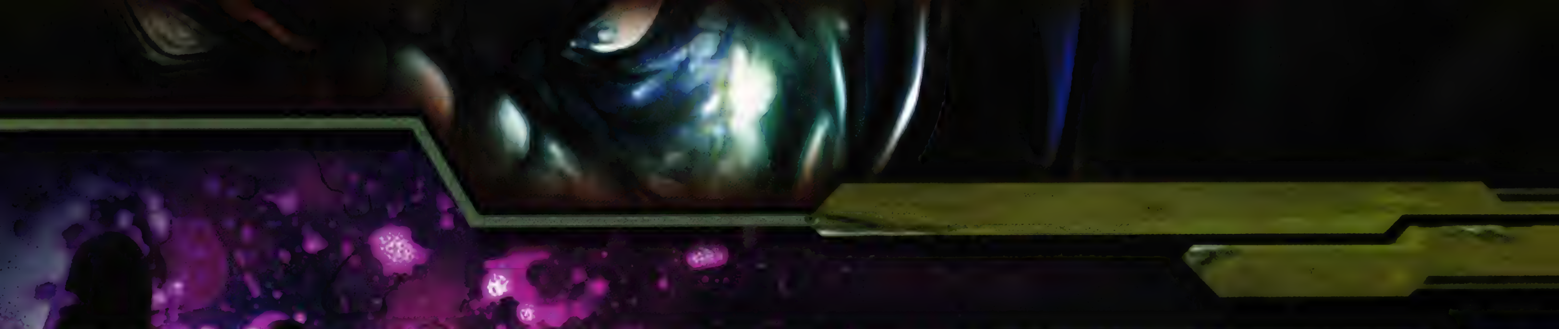
NAME	LEVEL(S)	NOTES
Exile	10	Ranged
Exiled Master	10	Ranged, leader
Grim Hound	10	N/A
Savage Hound	10	Leader
Scavenger	9	Ranged



MAP LEGEND

1	Exit to Southern Habitats
2	Data Disc
3	Console, Prisoners (2, Mission Target)
4	Console, Prisoners (2, Mission Target)
5	Mister Sinister, Captive, XP Bonus
6	Homing Beacon
7	Console, Prisoner (1, Mission Target)
8	Console, Danger Room Disc, Prisoner (1, Mission Target)
9	Entrance to Grand Hall

There isn't quite as much security to stop you from reaching the Prisoners in the Northern Plaza. Facing the same enemies you've defeated in previous parts of Genosha, walk forward and turn left from the main room. Explore that hallway, and use skills to break through the bars at the end of the passage. Save the two **Prisoners** there, and then use the nearby Console to learn more about Mister Sinister's tests. This offers one of the earliest hints of Apocalypse's greater plans, but much of it is still shrouded in mystery.



The west hallway is almost a mirror-image of the first. Two **Prisoners** wait to be freed, and another Console explains what has been happening here in Genosha.

There are more rooms off the central chamber. A diagonal hallway to the southwest almost gives your team a chance to stop Mister Sinister, but as usual, he has a plan to keep himself out of trouble. The diabolic villain leaves as soon as your team enters, and a countdown begins to save the two mutants on the sides of the room. Destroy the containers surrounding the captives to keep them from being harmed. Before returning to the main room, search the pad that Mister Sinister used to escape. There's a free set of experience for the character who does this.

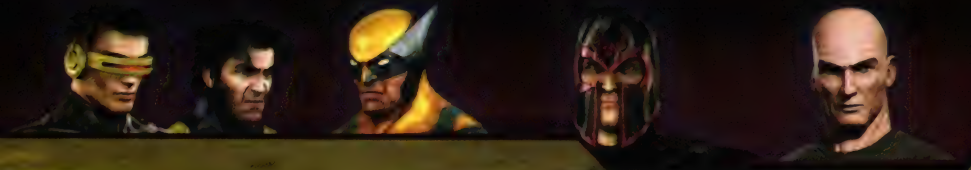
A southern passage on the west side is just a few feet away from where the team stands when they return to the main chamber. Walk down that hallway and free the **Prisoner** at the far end. Read the information on the Console there as well.

The southern passage on the east has a short path to a containment and testing area. There's a Console to examine, a **Prisoner** to free, and an extra reward for those with a hankering for danger. Now that all of the Prisoners are free, Blink asks that you return to base and speak with her. This is a simple objective, and it doesn't matter if you do it now or the next time you're back at base. When you do, Blink reveals a few more details about what went down in Genosha during the attacks.

THE QUALIFYING EXAM

A Danger Room Disc is hidden in the Prisoner's cell. Look behind the Prisoner after he leaves, and pick up Qualifying Exam 100. This disc allows you to test your team before the initial set of programs allowed in the Danger Room. You need to gather higher-level discs before you can do anything new and exciting, but this opens the way.

Use the central passage to leave the Northern Plaza behind. Only a few Hounds are between you and the Grand Hall.



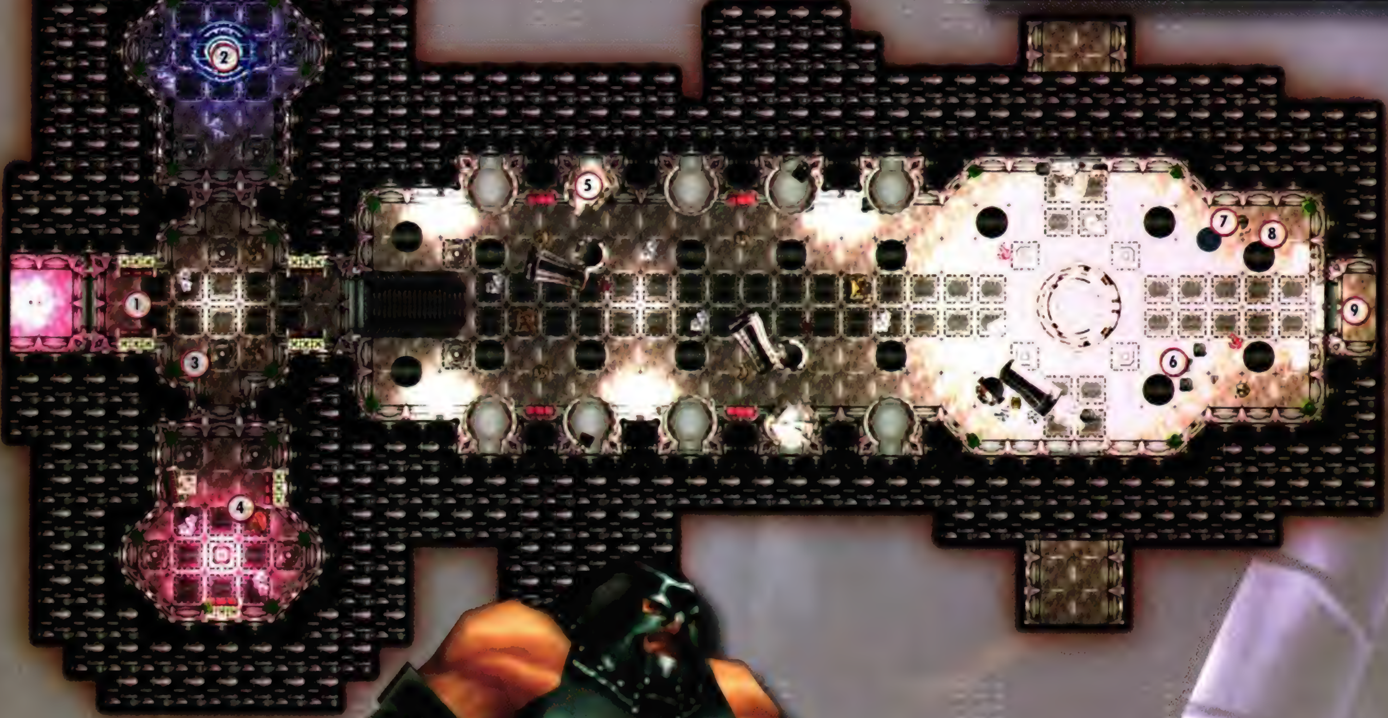
GRAND HALL

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Energy Wyrm	10	Flying, ranged
Exiled Master	12	Leader
Overseer	12	Leader, knockdown
Pariah	12	N/A
Watcher	12	Knockdown

MAP LEGEND

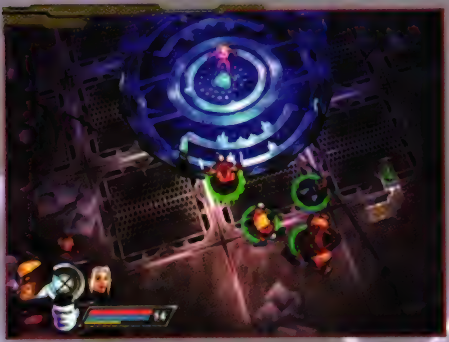
1	Exit to Northern Plaza
2	Pyro, 2 Generators to Knock Out
3	External Generator
4	Tech Station of Body
5	Sketch Book, Data Disc
6	Weapons Cache
7	Xtraction Point
8	Console for Doorway
9	Entrance to Genosha Council

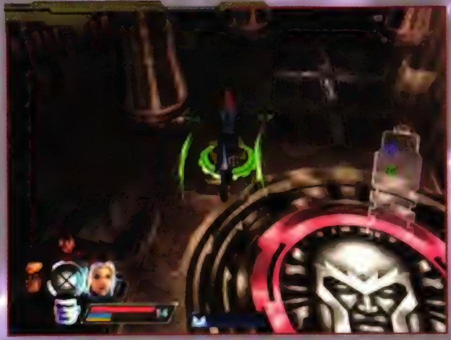


The Grand Hall has been prepped for a fight, but you can get an ally for this battle right off the bat. Duck into the first room on the left and destroy the two generators to save Pyro from a cruel torture device. The noise draws an Overseer and a few Pariahs and Watchers, but Pyro is content to stay with the team for a short while. Perhaps Pyro's mutant powers come from his burning rage at the horrible puns everyone makes at his expense.

Destroy the generator in front of the right-hand chamber as well. This shuts down the force field that was preventing entry. A Tech Station of Body is on the inside for your enjoyment.

With the force fields down, your team can enter the Grand Hall, but you're met by entire swarms of Energy Wyrms, Pariahs, and Watchers. Beyond that, there are several leaders in the mix, and the Overseers are very good at knocking down your team unless you attack quickly and defeat them soundly. Be especially careful against leaders with immunities, such as being protected from all harm until their minions are knocked out. When that happens, draw the enemies back to a cleared area and use ranged attacks to wage a war of attrition until the leaders are isolated and vulnerable.





GREAT REWARDS FOR A GREAT FIGHT

Once the hall is entirely clear, look on the right side of the passage, amongst the rubble, for a cache of equipment and Techbits. More importantly, a character who can fly should search the higher balconies on the left side of the Grand Hall for a Sketch Book!

Use the Xtraction Point near the far door. Only one map remains in the first act, and Abyss is known to be waiting there. Pyro isn't the self-sacrificing type, and he isn't interested in following your team inside. You should deal with any duties back at base before you enter the next area.

Once you open the great doorway using the nearby Console, a timer begins. It takes 30 seconds for the door to open all the way, and enemies are continuously entering the Hall at the same time. This is a great way to test your team's endurance, and the fighting is superb for experience. Besides, it's fun! When you grow weary, enter the Genosha Council.

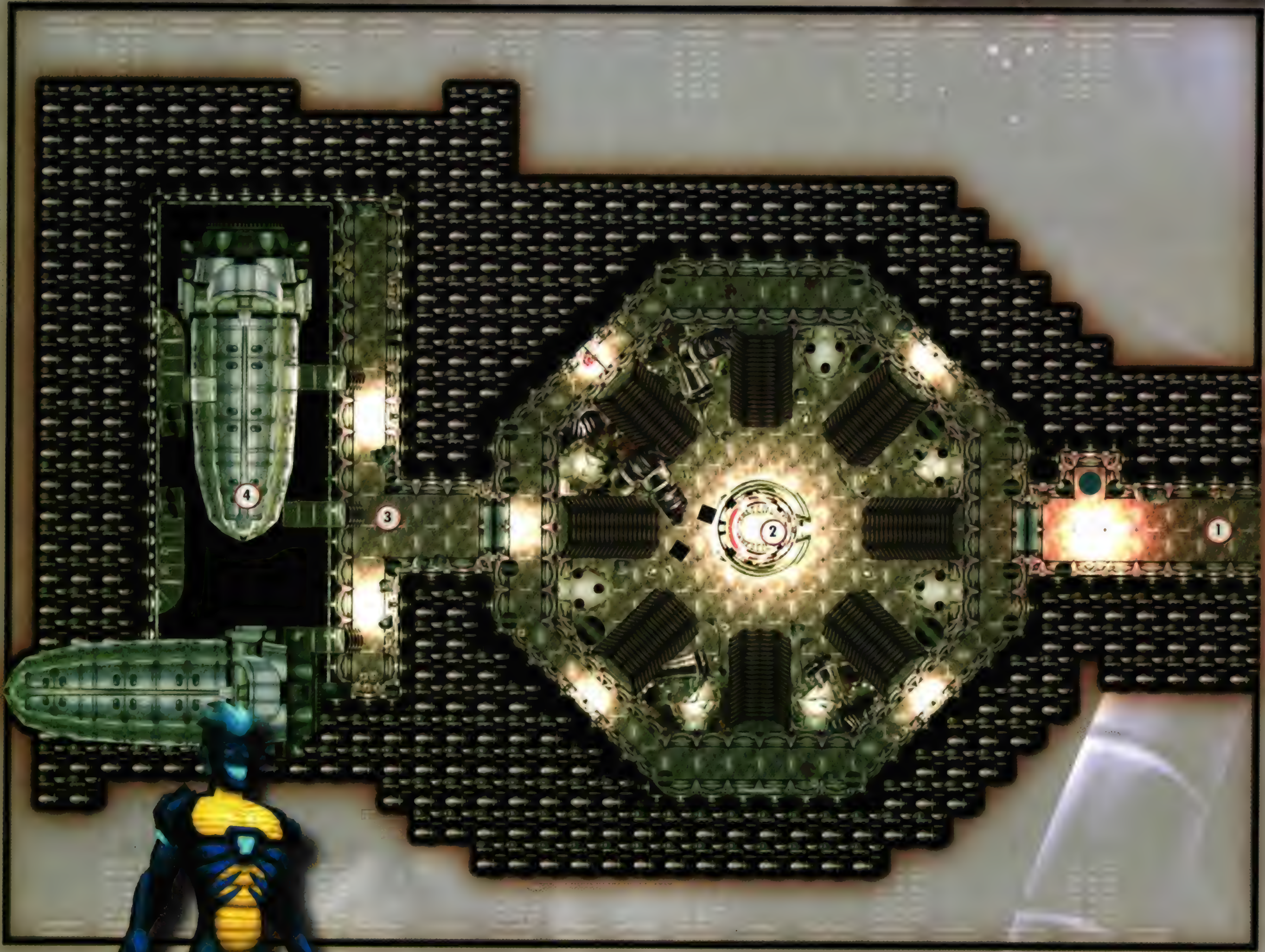
GENOSHA COUNCIL

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Abyss	15	Boss, pulls enemies into his body, long melee range
Blimp	1	Special, throw items at it
Energy Demons	9	Flying, protect Abyss's explosives
Human Collector	5	N/A

MAP LEGEND

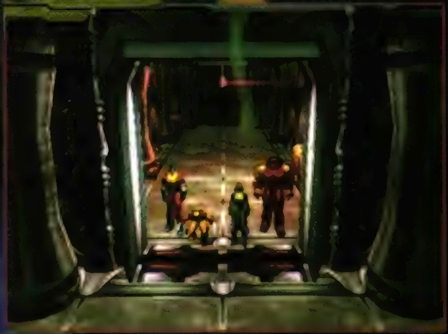
	Exit to Grand Hall
2	Initial Encounter with Abyss
3	Dirigible Area (Techbits in Containers)
4	Entrance to Final Boss Fight



A crippled Xtraction Point at the front of the Council area gives fair warning that all is not right. You're allowed to change teams at this time, but saving and Xtracting is not permitted.

STARING INTO THE ABYSS

Abyss isn't a drag-down type of fighter. He uses planning, technology, and cunning to survive against superior foes, and that's exactly how he plans to win against your team. This is a multipart battle, so pace yourself from the beginning. You'll need a stash of Health and Energy Packs for the next few minutes, so don't waste them.



The battle begins when the team walks into the first room. Abyss is standing in the center, arming himself with explosives. Jump over the railing or run down the stairs, and get to Abyss as quickly as possible. Ranged damage and defensive tactics have no great value in this part of the fight, because Abyss can simply stand there and take the hits.

Encircle Abyss with your best damage-dealers and use combinations of combat skills to wound him. Abyss can throw enemies away from him, but the only group Knockdown he has is limited to every 15 seconds or so. During these Knockdown events, Abyss becomes invulnerable temporarily while he's drawing the team back to him. It's especially funny to watch this happen to flying characters. Then, Abyss hits everyone and knocks them to the ground.

Fast combos do the trick every time, and Abyss is eager to end the fight prematurely. At about one-third of his Health, Abyss races off toward the far door. Destroy the containers in the room and in the next hallway for extra Techbits, and then enter the hanger. A one-minute counter begins, and you must walk or fly onto the dirigible with Abyss before the counter runs down. There's plenty of time, and the hanger has containers with *thousands* of free Techbits to steal. Use your time well, and control a flying character if at all possible. (This even gets you the containers along the rear wall.)

Once you step onto the aircraft, the ship leaves the hanger and ascends into the open sky. A very brief skirmish with Abyss begins, but he jumps onto a second dirigible after taking the tiniest bit of damage. From there, he plans to bombard the team with explosives while his Human Collectors climb the sides of the dirigible to attack. Have your buddies block the Human Collectors, while your primary character runs around picking up the explosives that fall. Throw them at the blimp to bring it down.

Abyss jumps back onto your ship because he has no choice, and the team is free to beat on him briefly. As a final act of salvation, Abyss tries to pull everyone into himself. And he succeeds!

The last stage of the attack begins inside of Abyss's body. He has enough explosives in there to blow apart a wide area. It takes a moment to figure out how to arm the bombs.

There are two tiers to this small map, although the ground is invisible, so you have to use perspective to guess which tier you're on. Two bombs are on the top level, and two more are on the bottom. The north and south bombs are directly across from each other on one level, and the east and west bombs are directly across from each other on the second.

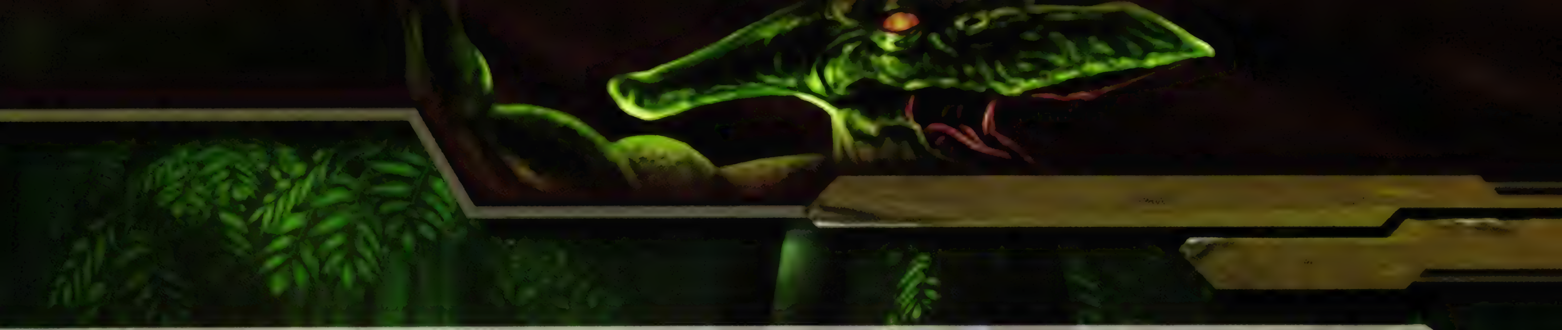
Stay on the level on which you appear, and drop the Energy Demons that are flapping about. These demons emit a line of force toward the bombs on their level. As soon as the Demons fall, the fields drop as well, and your team can activate the explosives on that level. Once you've activated both bombs on the first level, move to the center (which changes your elevation). Repeat the process on the second set of demons and explosives. Abyss is about to find out what happens when a few hundred pounds of explosives are detonated inside his body. Let's see if he enjoys the experience!

Return to base, save your game, collect that Iron Man armor piece if you want, and take care of any final duties before moving on to the second act. Talk to Professor X when you're ready to leave.

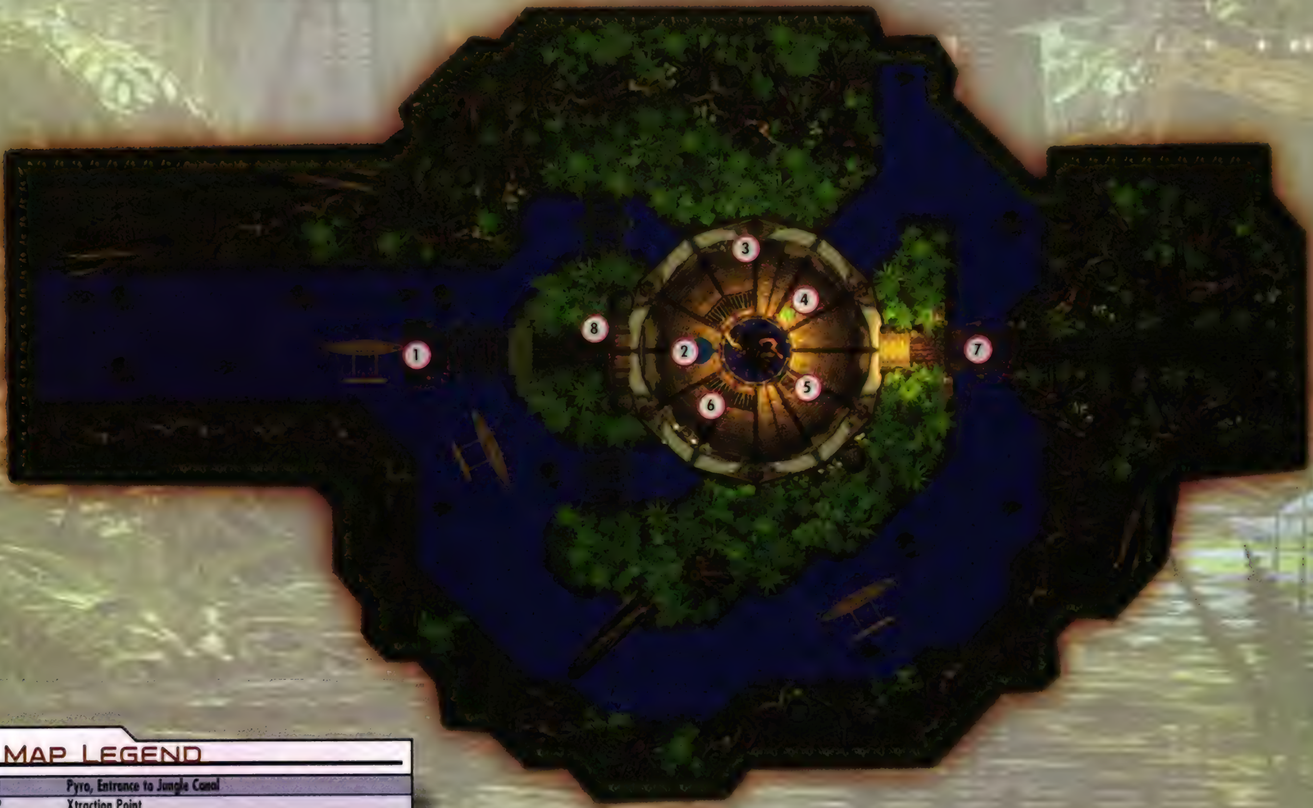
Your team is getting to the point where Xtreme skills are available. Level 15 is the turning point for these. Look into the skills available to each character, and decide who should be your primary Xtreme character for the time being.

ACT II: SAVAGE LAND

A mysterious region in the Antarctic, the Savage Land is an area of humid warmth and growth surrounded by the icy wasteland. Alien technology, left there long ago, accounts for this anomaly. Apocalypse has set his sights there, and you must stop him.



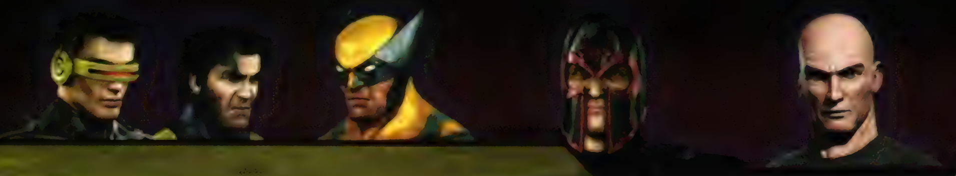
AVALON



MAP LEGEND

1	Pyro, Entrance to Jungle Canal
2	Xtraction Point
3	Danger Room Computer
4	Mission Computer, Professor X
5	Hero Stash
6	Trivia Game, Review Computer, Forge (Store)
7	Ka-Zar
8	Angel

Avalon is a place of beauty and refuge within the dangerous jungles of the Savage Land. Enjoy a new range of equipment, the next set of Trivia questions, and a few extra characters to talk to. Pyro, on the left side of the map, knows where your team needs to travel to get things started here in the jungle. Walk onto the docks and speak with him when you're ready to see the Jungle Canal.



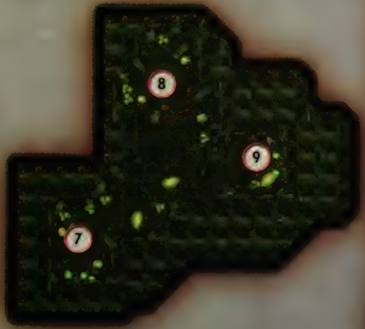
JUNGLE CANAL

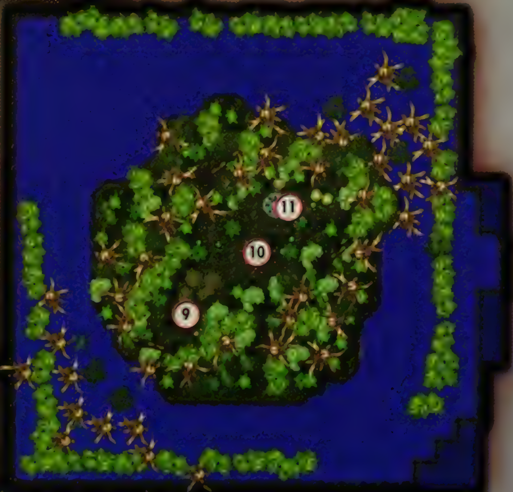
ENEMIES IN THIS AREA

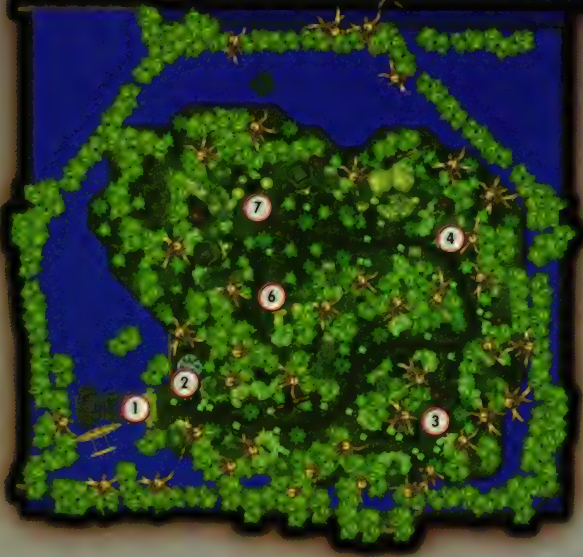
NAME	LEVEL(S)	NOTES
Alpha Cerci	13	Large, high health, leader
Arch Fiend	13	Flying, leader
Cobra Beetle	13	Flying
Garokk	20	Ranged, high health, superspeed
Ravager	13	Large, high health

MAP LEGEND

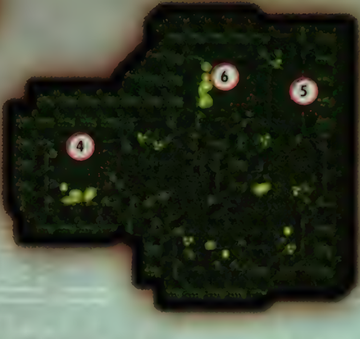
1	Exit to Avalon
2	Encounter with Mystique
3	Danger Room Disc
4	Cave-In Area/Corresponding Cave
5	Data Disc
6	Exit from Cave/Corresponding Area on Land Map
7	Second Cave's Entrance/Corresponding Cave
8	Homing Beacon
9	Cave Exit/Corresponding Area on Land Map
10	Garokk
11	Teleporter

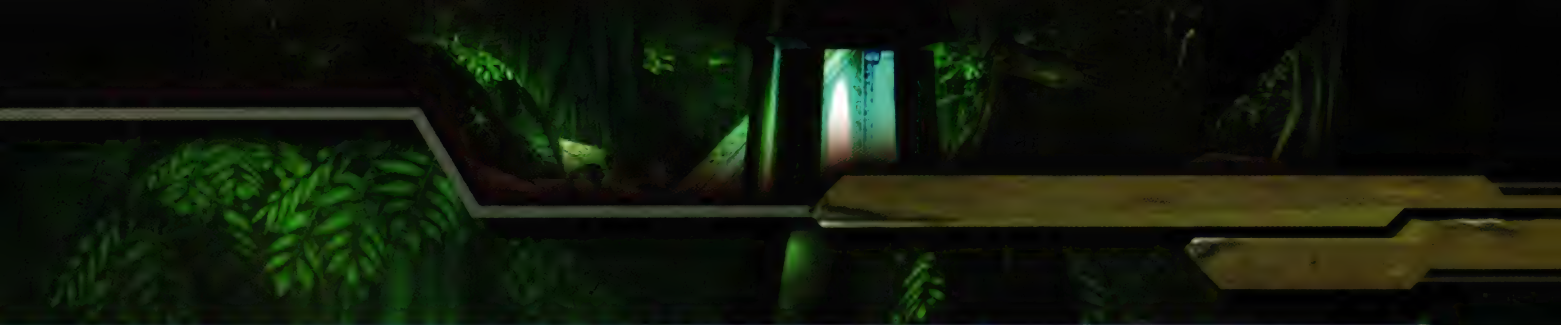






Mystique has run off into the jungle, which means either she's going against the team's interests or she's in danger (or both). In any case, you have to go after her. The boat from Avalon takes you to a small set of docks on the edge of the jungle. Luckily, it doesn't take long to find Mystique, but she won't come back with you until her task is complete and her friend Destiny has been rescued.





DANGER ROOM DISC, LOWER SIDE OF MAP

Follow the path until it splits, and deal with the Cobra Beetles that infest this part of the jungle. The southern side of the split has a Danger Room Disc. This disc (Challenge-Cyclops) has a great reward for Cyclops. Many of the character-specific challenges offer items of greatly superior quality for their level, and this is just the first of many such discs.

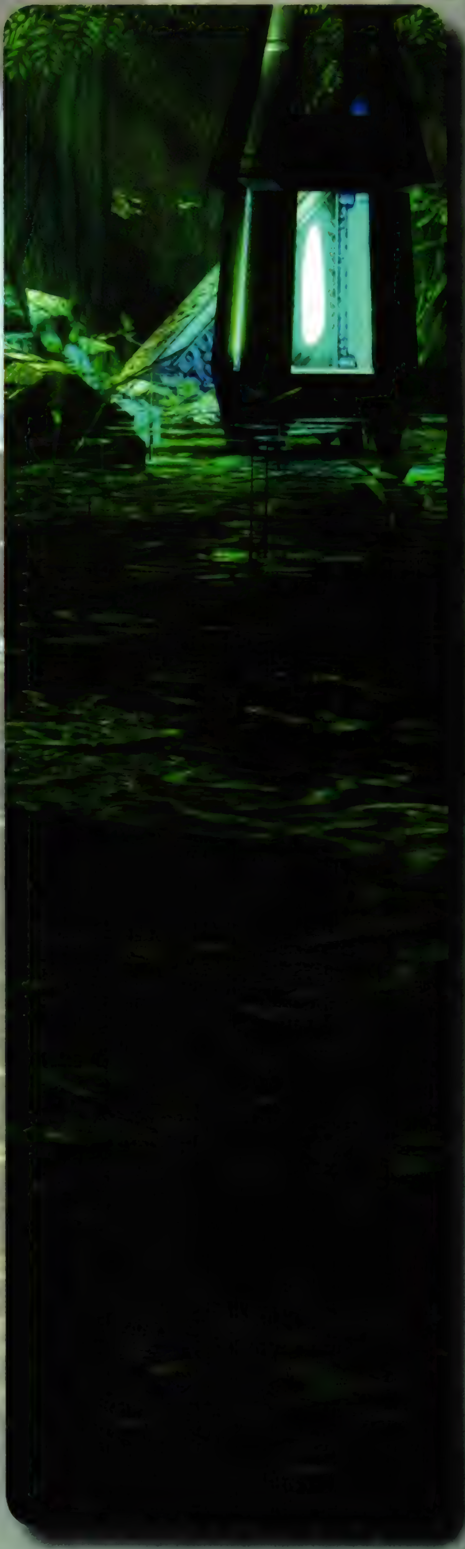
Travel north from the disc, along the main path. If you hug the edge of the path, on the right, the team falls into a cave. This is actually a good thing, despite the Ravagers and Beetles. There's a Data Disc inside, and it doesn't take long to clear the place out. The exit returns you to the path. Across from the cave's exit is an entrance to a second tunnel.

The second cave is also a small one. There are a couple of leaders to deal with, and look in the northern end of the cave for a Homing Beacon. Take the exit to the east, and prepare your team for a somewhat harder fight against Garokk.

GAROKK'S TRAP

Garokk has a good attack planned for the team, but fortune is not on his side. Surround Garokk and stay at close range, where he's at his worst. Although he can still move away at incredible speed, he can only do so periodically, and it doesn't take too long for your team to reposition itself. When he falls, use the Teleporter to reach the entrance. Use the boat to return to Avalon.

Speak with Angel, on the northern side, to begin the next stage. Mystique is in the center of the base, and she's worth talking to as well. Go to the Jungle Ruins by walking across Avalon and taking the exit on the eastern side.

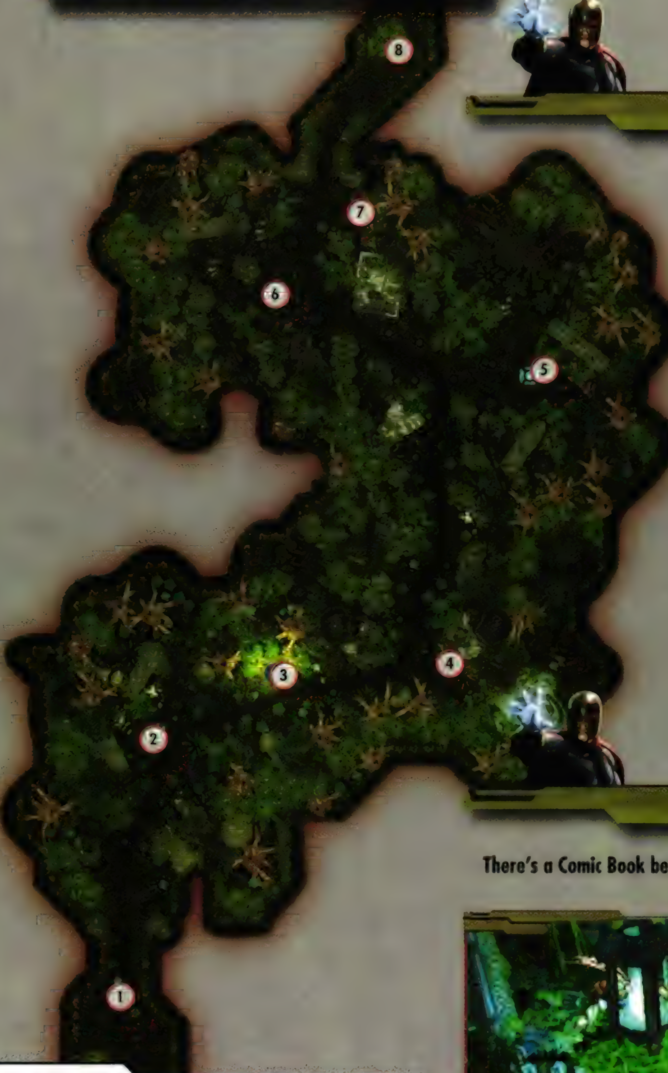


JUNGLE RUINS

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Behemoth	14	Large, high health
Cobra Beetles	13	Flying
Shock Trooper	14	Ranged

Advance into the Ruins and look for Apocalypse's minions. It won't take long to find them. A group of Behemoths and a Shock Trooper are destroying the first of several Alien Generators. These generators are responsible for the unique climate in the Savage Land, and it's very important to protect them.



MAP LEGEND

1	Exit to Avalon
2	Destroyed Alien Generator
3	Xtraction Point
4	Homing Beacon, Weapon Cache
5	Second Generator, Comic Book
6	Third Generator
7	Tech Station of Health
8	Jungle Pass

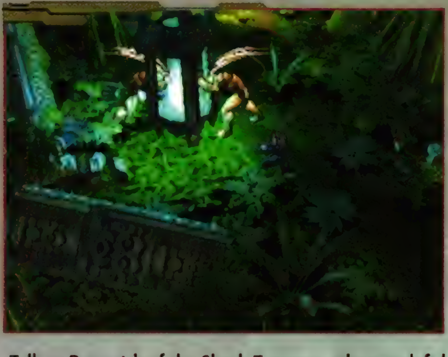
FREE TOY INSIDE

Not much farther up the trail from the first generator is a Weapons Cache, and beside that is the second Homing Beacon. They're practically unguarded.

As soon as your team gets within sight of the next generator, a group of Behemoths and Shock Troopers go after it. Several heavy waves of these attackers are prepared to go after this generator and the one farther up the path. Look for the marks on your map to know where to run, and stop all of these enemies from completing their objectives. Use skills against the Shock Troopers for very fast knockouts, and double-team the Behemoths when possible, since they have plenty of Health. Note that you can't harm the generators with stray attacks, so throw caution to the wind.

CASUAL READING

There's a Comic Book behind the second generator.

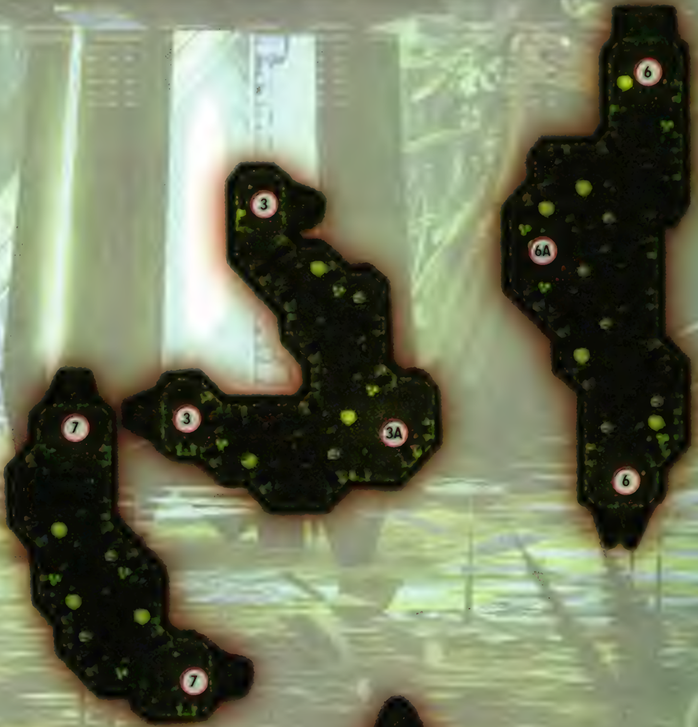


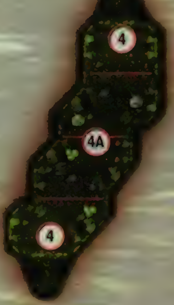
Talk to Petrovich of the Shock Troopers, who gets left behind when the rest of them flee. This conversation reveals quite a bit about the enemies here and what they're doing. After messing with the captive's mind for a moment, leave him and walk to the west, past the third generator. Use the Tech Station of Health near the end of the trail, and enter the Jungle Pass.

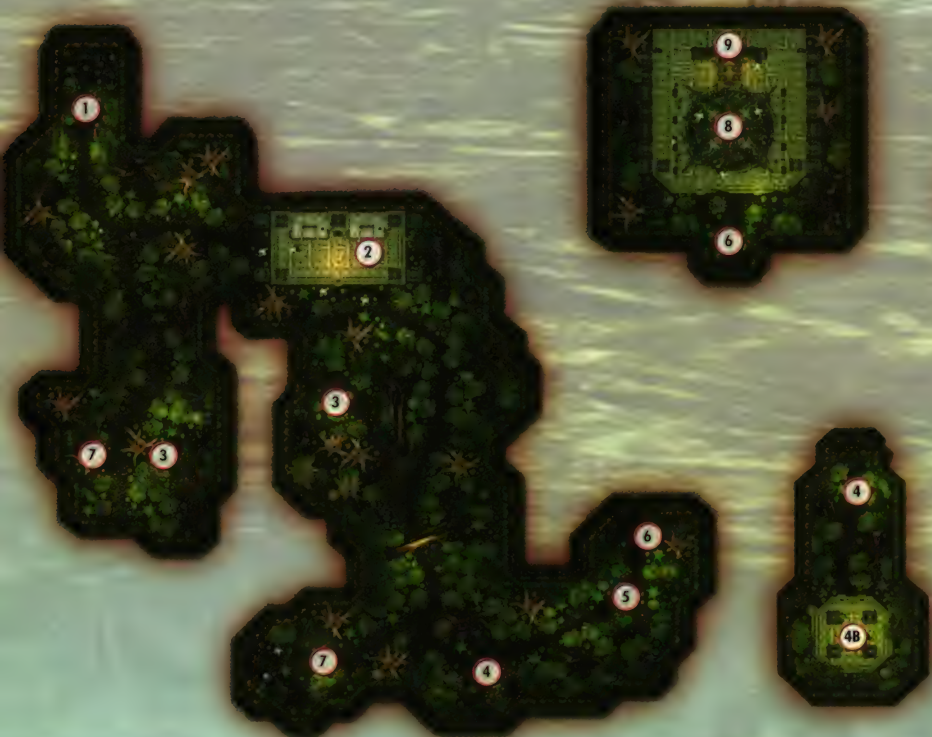
JUNGLE PASS

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Assault Captain	16	Leader
Assault Raider	16	N/A
Mercenary	15	Ranged
Sauron	20	Flying, fast, area-of-effect stun
Shock Trooper	14	Ranged

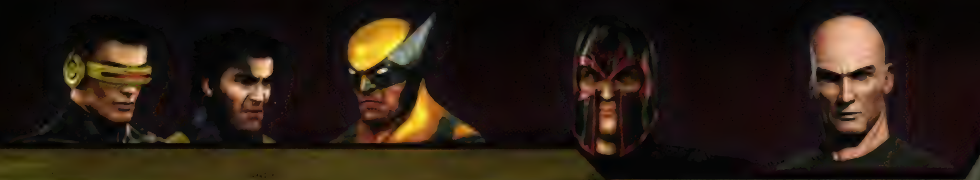






MAP LEGEND

1	Exit to Jungle Ruins
2	Comic Book
3	Cave #1
3A	Homing Beacon#3
4	Cave #2
4A	Laser Mines
4B	Tech Station of Speed
5	Xtraction Point
6	Cave #3
6A	Sketch Book
7	Cave #4
8	Sauron
9	Entrance to Nuwali Shrine



The Mercenaries in the Jungle Pass are tougher than the Shock Troopers your team has been plowing down lately. Although they're still not too high on Health, the Mercenaries are slightly higher in level and demand more of your attention.

This region is one of the least linear areas in the game, so you can take a shortcut if you want. For the most efficient route through the pass while still collecting everything you need, move south from the entrance and walk into Cave #1 (marked 3 on the map). Collect the third Beacon inside the cave, and exit to the east on the overland map. Search for a Comic Book in the ruins to the north of that cave's exit.

MERCENARIES HAVE HEROES TOO

To the east of your starting point is a set of ruins, and there's a Comic Book on the right side of the steps. One of the Mercs must have dropped it. Finders keepers!

Travel south and enter Cave #2 (marked 4 on the map). Use ranged skills to destroy the laser mines that are evenly spaced throughout the tunnel. The small overland area on the other side of the cave contains your reward: a Tech Shrine of Speed.

Go back and move east from the original entrance to Cave #2. Save at the Xtraction Point along the way, and then enter Cave #3 (number 6 on your map). Take the Sketch Book inside the corridor of stone, and exit in front of the Nuwali Shrine. Only a lone mutant stands between your team and the temple.

SKETCH BOOK

The Sketch Book is on the left side of Cave #3, in plain sight. Take it without hesitation.

HE SEES YOU

Sauron has been left to guard the entrance of the Nuwali Shrine. Although this mutant can fly, stay out of your attack range for brief periods, and stun anyone in close range with his combat skills, you can defeat him without losing too much Health.

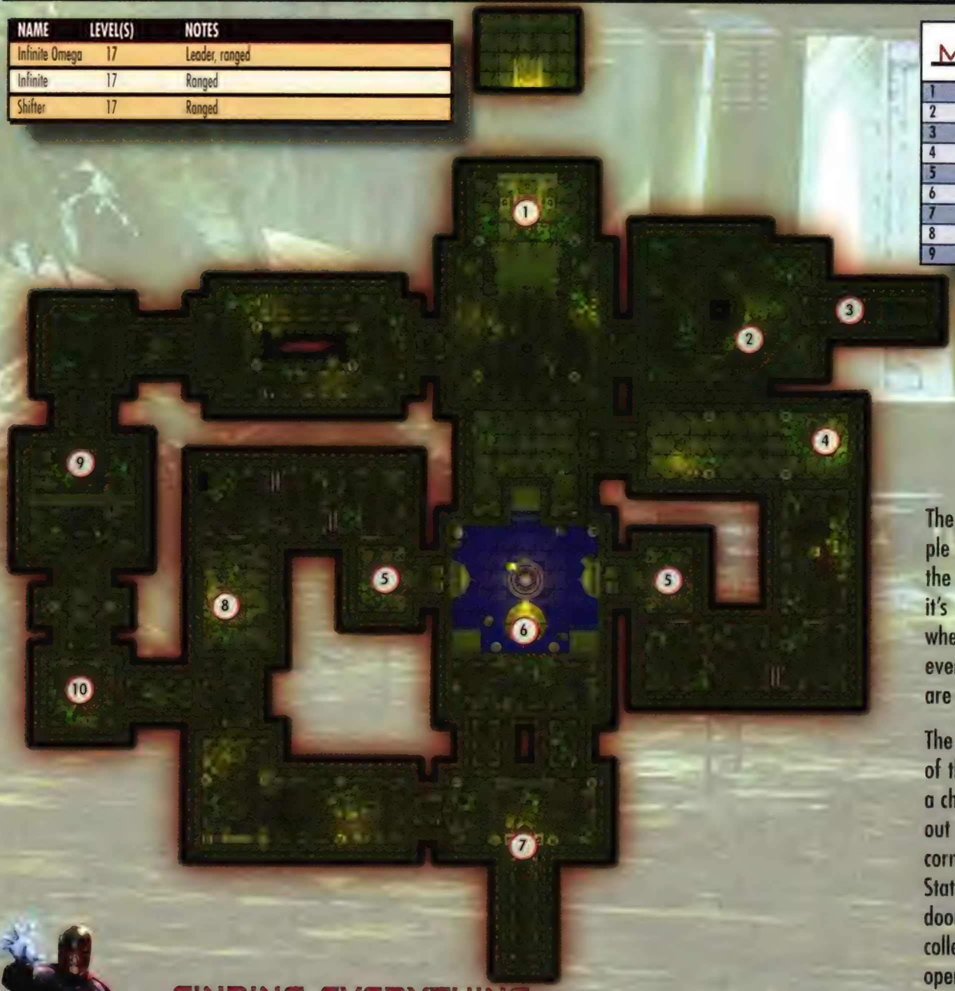
Stay out of the way when Sauron is soaring around, because it isn't worth trying to hurt him. When he lands, use skills with high damage, and try to combine them with any attacks that increase the damage taken by their target. If you use these burst damage techniques, Sauron can't exploit his Stuns or airborne periods.

Enter the Shrine and stay on your toes. There are still people to be saved out there, and there's no telling how much time you have before things turn from bad to worse.

NUWALI SHRINE

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Infinite Omega	17	Leader, ranged
Infinite	17	Ranged
Shifter	17	Ranged



MAP LEGEND

1	Exit to Jungle Pass
2	Comic Book
3	Entrance to Nuwali Corridors
4	Danger Room Disc
5	Special Torches (Unlock Mystic Stone)
6	Mystic Stone (Mission Target)
7	Entrance to Nuwali Gateway
8	Homing Beacon
9	Heavy Statues (Require Might to Might)

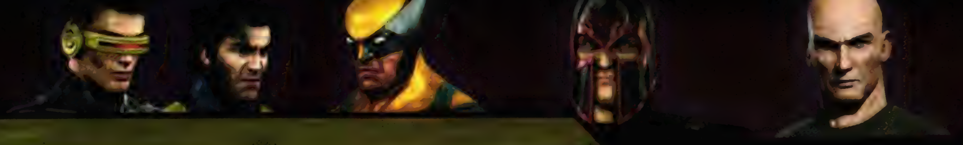
The Nuwali Shrine is the beginning of the greater temple that dominates the rest of Act II. Because many of the temple's objectives can be completed out of order, it's easy to get lost or confused if you don't know where to go next. Although this walkthrough explains everything in a very clear and linear fashion, there are a number of ways to get through the temple.

The team comes into the shrine from the north end of the map. Take the western route initially, and use a character with substantial Might to push the statues out of the way in the large room past the northwest corner. This opens up a hidden area with a Tech Station of Body. After using that, exit through the doorway on the side of the room and move north, collecting a Homing Beacon. Then light the Torch that opens the way into the center chamber.

FINDING EVERYTHING

There are three hidden items in this map. A Tech Station is in the southwest, and a Beacon is just north of where the Tech Station's room lets out. Then, there's a group of boulders from a cave-in up by the northeast. Destroy the boulders to uncover a Comic Book.

Return to the north, but move east this time. Uncover the Comic Book by the corner, and then move south to light the second Torch. When both of the special Torches are lit, your team can take the first **Mystic Stone** without setting off a major ambush. Take the corridor in the northeast to enter the Nuwali Corridors, the location of the next stone.



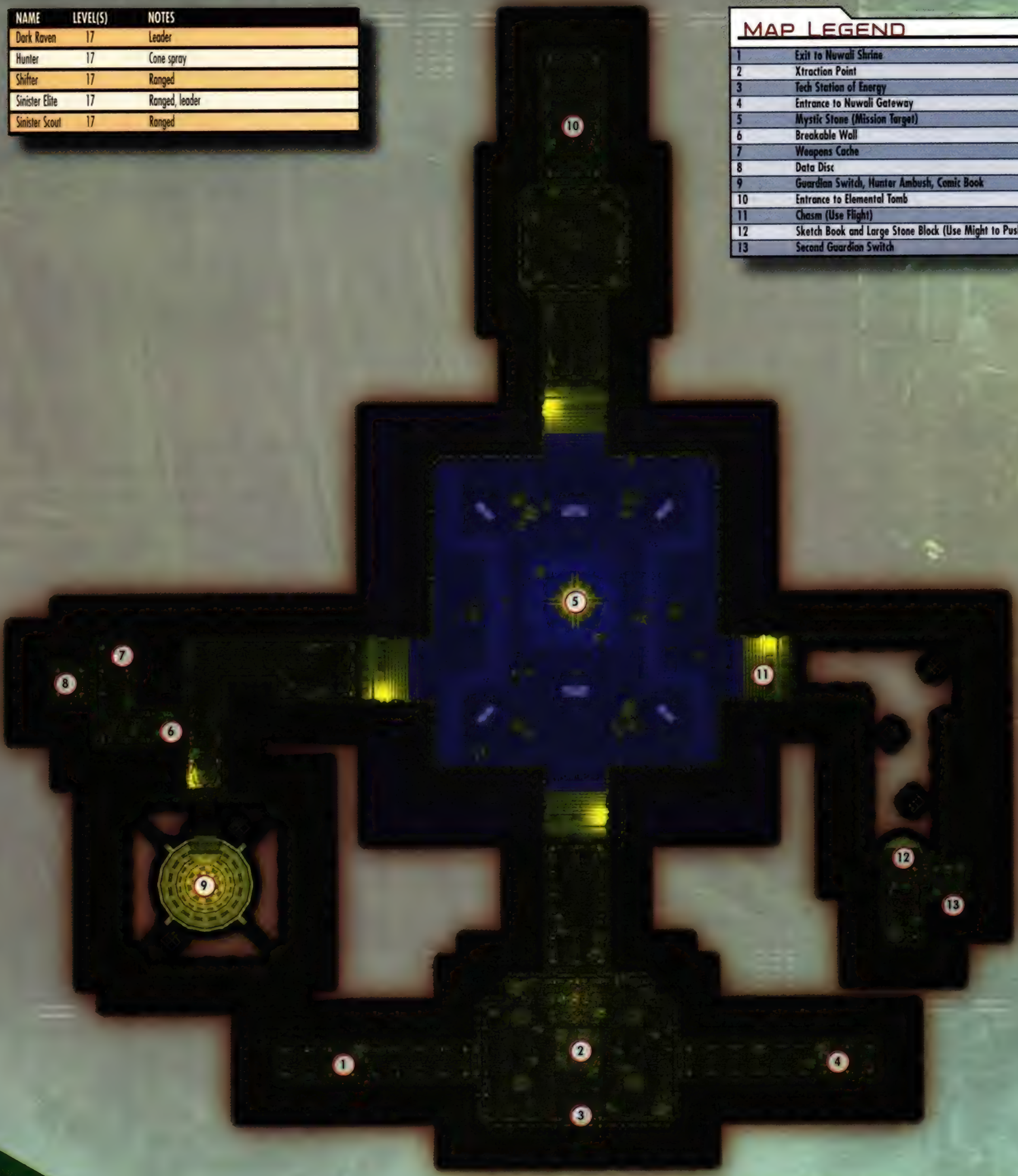
NUWALI CORRIDORS

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Dark Raven	17	Leader
Hunter	17	Cone spray
Shifter	17	Ranged
Sinister Elite	17	Ranged, leader
Sinister Scout	17	Ranged

MAP LEGEND

1	Exit to Nuwali Shrine
2	Xtraction Point
3	Tech Station of Energy
4	Entrance to Nuwali Gateway
5	Mystic Stone (Mission Target)
6	Breakable Wall
7	Weapons Cache
8	Data Disc
9	Guardian Switch, Hunter Ambush, Comic Book
10	Entrance to Elemental Tomb
11	Chasm (Use Flight)
12	Sketch Book and Large Stone Block (Use Might to Push)
13	Second Guardian Switch



The second stone is in this area. As in the previous region, the team needs to do two small tasks before taking the stone. You need to pull two Guardian Switches, one on each side of the map.

First, look around the initial chamber. Save the game at the Xtraction Point, use the Tech Station there, and notice that there's another entrance to the Nuwali Gateway across from the hallway where you entered. Thus, you can enter the Gateway from here or from the Shrine. Walk north to the altar room when you're ready.

THE FAST WAY

Go ahead and take the Mystic Stone from the altar without worrying about the Guardian Switches, if you want. This triggers an ambush in the large altar room. Defeat all of the enemies to open the doors again. You can leave normally after that, and there aren't any lasting consequences.

Search the western route from the altar, and use ranged skills to Stun the many enemies that attack your team. Melee characters have a harder time on this map because of the sheer volume of retreating ranged targets. Stuns delivered by your allies help to keep these targets in place. Just after the corridor turns south, smash the wall and search through the hidden area beyond (it appears on the map normally). There's a Weapons Cache in there, and a second wall inside breaks open to reveal a Data Disc.

LOOT FOR A DESERVING TEAM

There are *many* great items in the Nuwali Corridors. The entrance has the Tech Station of Energy. A Comic Book is out in the open on the west side, by the first Switch. Two breakable walls reveal a Data Disc nearby. On the eastern side, a character who can fly and use Might or skills with Force can land, take the Sketch Book on the platform, and then pull the Guardian Switch inside.

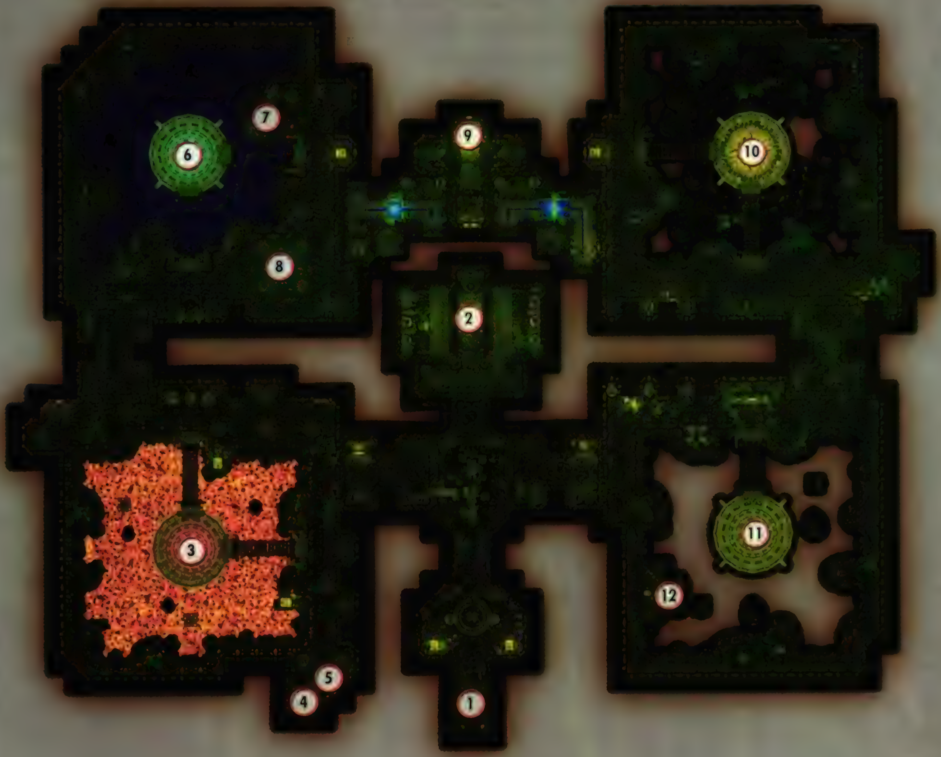
Return to the altar, and then move east. A character with Flight can cross the gap quickly, ignoring the horrific damage that the area has suffered over the past few centuries. Land at the southern end and push the stone block out of your way (using Might or Force skills), and pull the second Guardian Switch. This disarms the trap on the **Mystic Stone**, which you should take.

Walk north from the altar to enter the Elemental Tomb.

ELEMENTAL TOMB

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Hunter	17	Cone spray



MAP LEGEND

1	Exit to Nuwali Corridors
2	Skull Altars, Stone Tablet, Vibranium Idol (Mission Target)
3	Fire Skull (Mission Target)
4	Free Experience
5	Homing Beacon
6	Water Skull (Mission Target)
7	Danger Room Disc
8	Xtraction Point
9	Tech Station of Striking
10	Earth Skull (Mission Target)
11	Air Skull (Mission Target)
12	Weapons Cache

The **Fire Skull** in the southwest part of the map isn't hard to get, but teams without a character to put out the flames might take a bit of damage. Characters like Storm can use wind and other such powers to dispel the flames. After that, it's a simple matter to walk in and take the Skull. Otherwise, you'll have to wade in through the fire, accept the modest damage, take the Skull, and then run out. Still easy, but a tad less elegant.

Anyone who can create a bridge or has Flight can get the **Water Skull** in the northwest without any trouble. Either use the marked areas for the bridges (where the blue X marks are spinning), or fly across the gap and grab the Skull. On the eastern side of the room is a ledge with the Danger Room Disc for Challenge-Gambit.

The **Earth Skull** is in the northeast, and all it takes to gather it is a bit of bravery. Have a fairly strong character with melee skills walk out to the Skull and break the stones surrounding it. A few Hunters leap onto the platform to repel you, but they have no lasting effect.

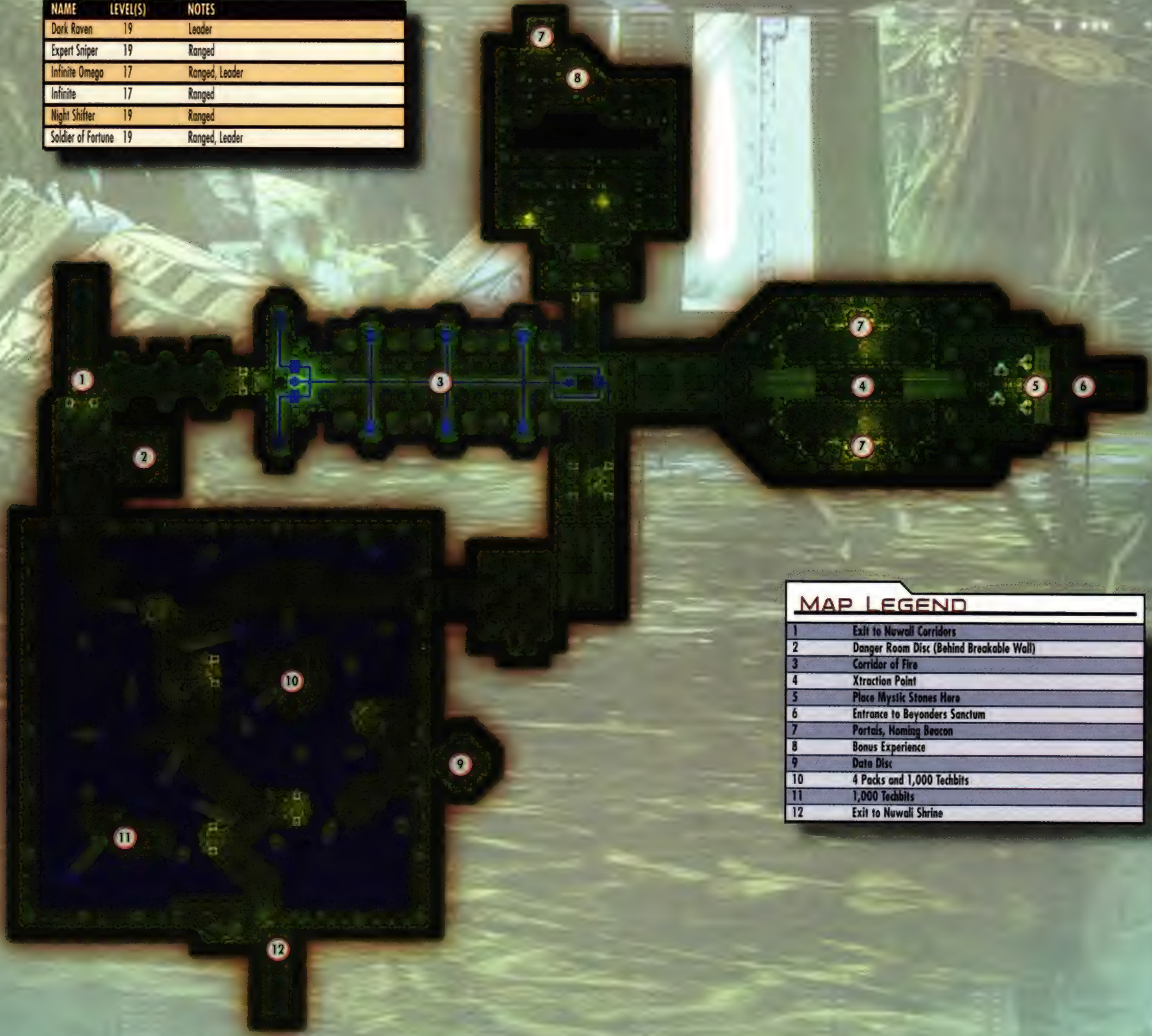
Back down to the southeast is the **Air Skull**, high on a pillar above the central platform. Use a character with Flight to reach the Skull and bring it back down.

Take all four Skulls to the chamber in the middle of the Elemental Tomb, and then place the Skulls on the small altars on the walls. When all four are placed, the **Vibranium Idol** rises from its hidden recess. Then the team can return it to Ka-Zar. Use a Blink portal to get back to base quickly. Finish any other business while you're there, and then hit an Xtraction Point to jump back to Nuwali Corridors.

NUWALI GATEWAY

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Dark Raven	19	Leader
Expert Sniper	19	Ranged
Infinite Omega	17	Ranged, Leader
Infinite	17	Ranged
Night Shifter	19	Ranged
Soldier of Fortune	19	Ranged, Leader



MAP LEGEND

1	Exit to Nuwali Corridors
2	Danger Room Disc (Behind Breakable Wall)
3	Corridor of Fire
4	Xtraction Point
5	Place Mystic Stones Here
6	Entrance to Beyonders Sanctum
7	Portals, Homing Beacon
8	Bonus Experience
9	Data Disc
10	4 Packs and 1,000 Techbits
11	1,000 Techbits
12	Exit to Nuwali Shrine

If you've followed this walkthrough fully, your team is going to enter the Gateway from the western entrance (marked with a 1 on the map, coming from the Corridors). Otherwise, you might be using the southern entrance from the Shrine area (marked with an 11). In either case, there isn't much to do in the Nuwali Gateway. Besides a Data Disc, Bonus Experience, and some good fighting, this is mainly a connecting area to the latter parts of Act II.

GOTTA PROTECT YOUR DISCS

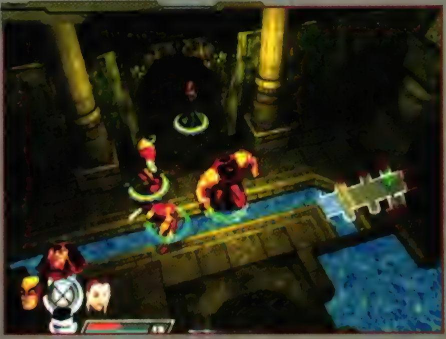
The Data Disc in this area is on the eastern side of the watery room to the south. Look for the cubbyhole there, and break through the rubble to seize that Disc.

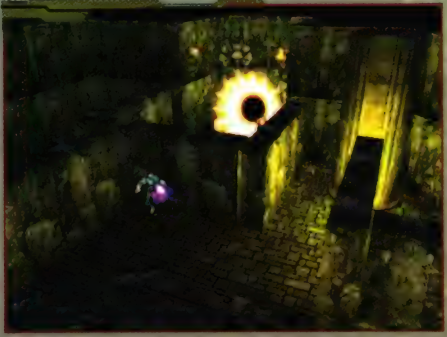
Before leaving the water room, use a flying character to pass over the ledges. These inaccessible ledges have extra Packs and a couple thousand Techbits waiting for a good home.

Stay in the center of the main corridor while moving forward. Gouts of flame shoot from the statues periodically, and their low damage adds up when you're already sustaining wounds from constant combat. At the end of the passage is a room with a raised ledge running down the center. This crosses an Xtraction Point and continues to a door that you can unlock by placing the two **Mystic Stones** into the niches on either side. This opens the Beyonders Sanctum.

If all of your characters fall to the side of the walkway, don't despair. Either fly back to the top of the room or pull one of the levers on either side. This opens portals in the northern part of the map, where a maze of stone blocks rise to hinder your movement. Bonus experience points are just outside of the portal, and there are also many extra enemies to fight (if you want to get the most out of the Gateway area).

The blocks in the northern maze are breakable, so you don't need to navigate carefully unless you want to be a perfectionist. Make your way back to the central corridor, and then head for the eastern doorway again.

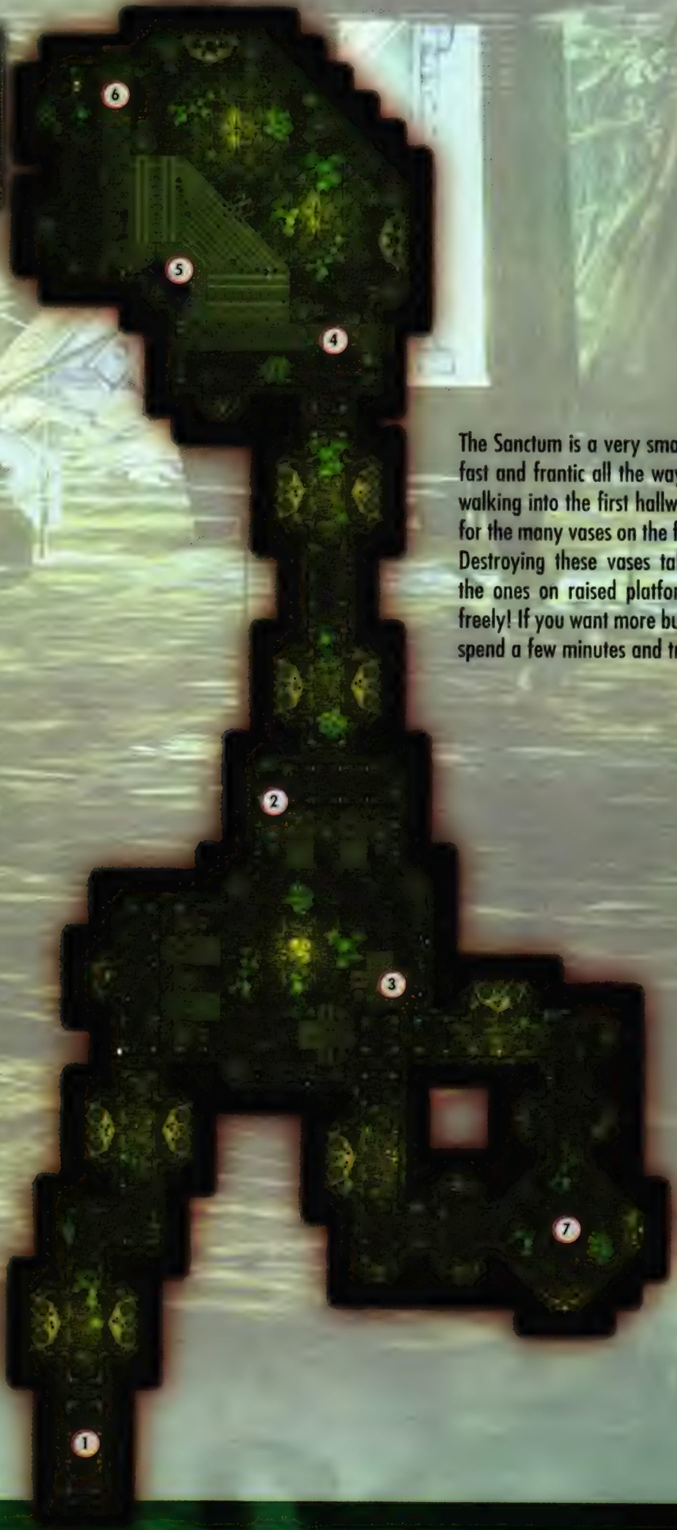




BEYONDERS SANCTUM

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Dark Raven	19	Ranged, leader
Expert Sniper	19	Ranged
Hunter	17	Cone spray
Night Shifter	19	Ranged
Omega Red	20	Area-of-effect knockdown, high damage, low health
Soldier of Fortune	19	Ranged, leader



The Sanctum is a very small map, and the fighting is fast and frantic all the way to the end. While you're walking into the first hallway, keep your eyes peeled for the many vases on the floor and up by the statues. Destroying these vases takes some time, especially the ones on raised platforms, but the Techbits flow freely! If you want more buying power for your team, spend a few minutes and trash everything here.

MAP LEGEND

1	Exit to Nuwali Gateway
2	Xtraction Point
3	Data Disc
4	Omega Red
5	Entrance to Mikhail's Warship
6	Weapons Cache
7	Tech Station of Focus

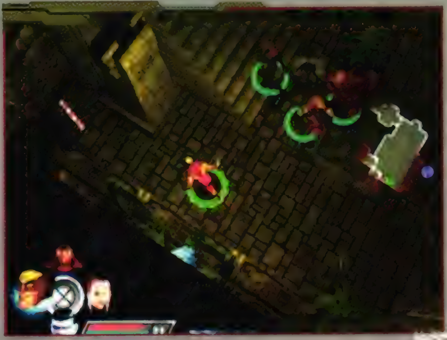
A DATA DISC AND TOUGH TECH

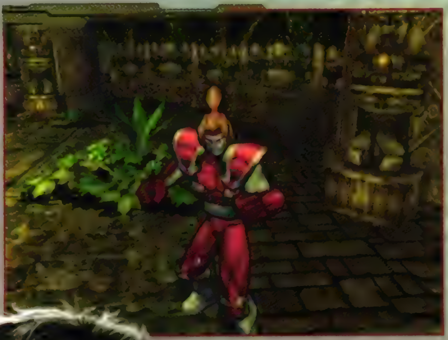
While turning to the east, look in the cubbyhole beside the two doors. A Data Disc is floating in there. That was easy!

The Tech Station of Focus, however, isn't one of the more obvious finds in the temple. Look for a small fire in the southeast corner of the map. Take Iceman out there and use his abilities on it (Ice Shards works well). This activates a special device in the nearby pillar, and the Tech Station lowers to the floor. Very nice.

Save your game at the last full Xtraction Point in Act II, as your team looks toward the northern end of the Sanctum. Use a portal and return to Avalon if needed, and be sure to grab a few extra Health Packs if your supply has lowered at all. Then, fully prepared, enter the northern room and face Omega Red!

Destroy everything in the room for a huge influx of Techbits and quite a few extra pieces of equipment. A cache of weapons in the northwest corner adds to this, and you might have to head back to base just to sell all of the excess items before using the portal to Mikhail's Warship.





RED ALERT!

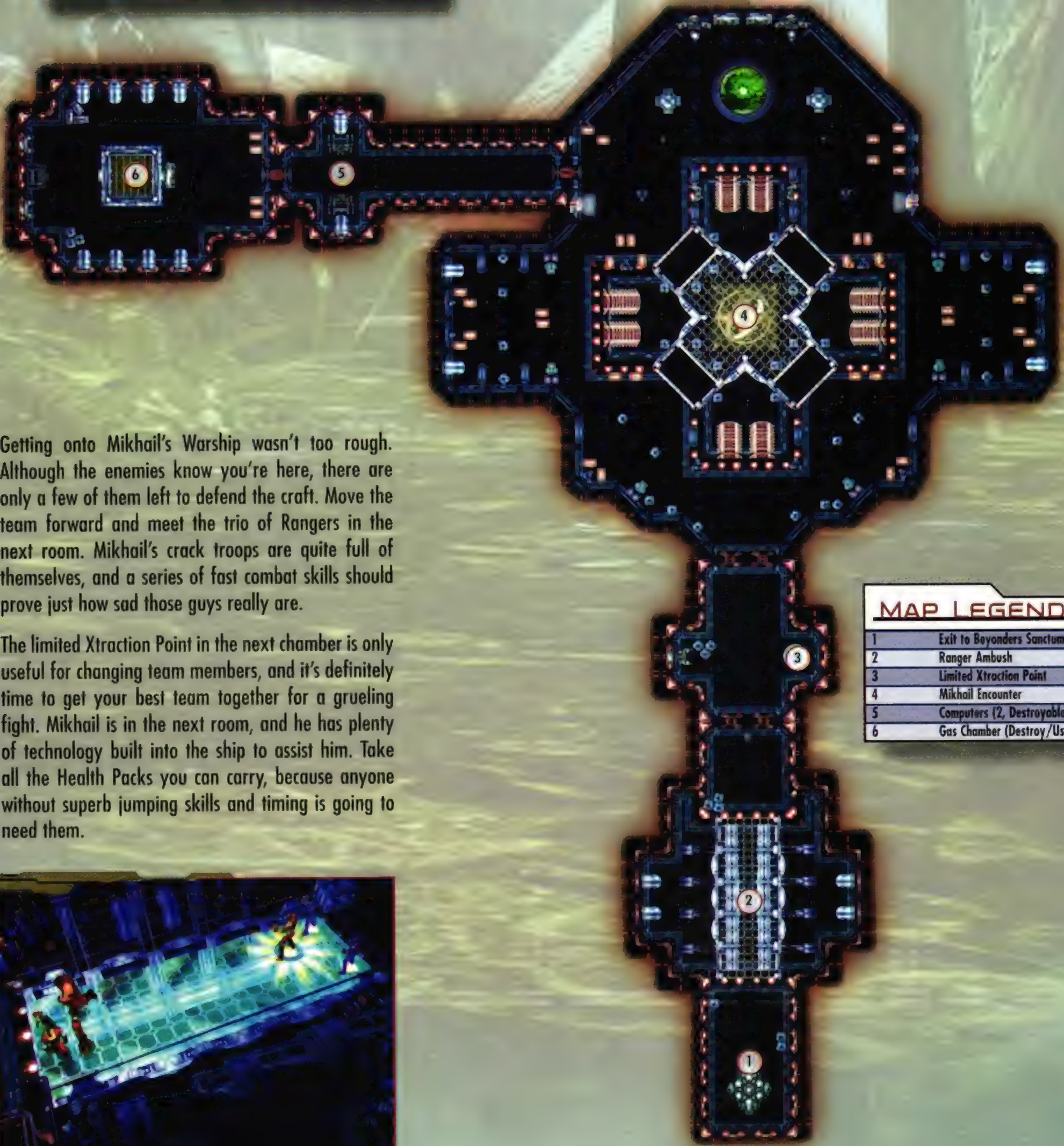
Omega Red has very low Health for such a serious enemy, but he can wade through your team if you lose your concentration. He loves his area-of-effect attacks. They have a nice range, and they hurt badly if you have several characters in melee at once. Use your Xtreme Points. You're probably up to two of them by now, being just over level 20. With a double Xtreme shot, Omega should start the fight with a vicious wound, and a combination from everyone else is almost certain to stop the fiend dead in his tracks.

Knocked out and exhausted, even Omega Red's best moves won't be any threat to you. Don't even bother with Boosts or other complex maneuvers, because raw offense is going to be a far greater strategy.

MIKHAIL'S WARSHIP

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Battlefield Medic	22	Ranged
Behemoth	25	N/A
Master Ranger	22	Leader
Mikhail	20	Ranged, clone self, boss
Mikhail Ranger	22	Leader

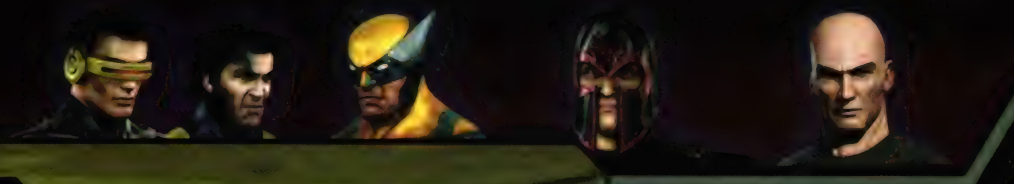


MAP LEGEND

1	Exit to Beyonders Sanctum
2	Ranger Ambush
3	Limited Xtraction Point
4	Mikhail Encounter
5	Computers (2, Destroyable)
6	Gas Chamber (Destroy/Use Console)

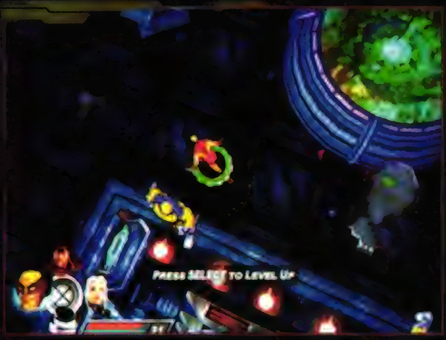
Getting onto Mikhail's Warship wasn't too rough. Although the enemies know you're here, there are only a few of them left to defend the craft. Move the team forward and meet the trio of Rangers in the next room. Mikhail's crack troops are quite full of themselves, and a series of fast combat skills should prove just how sad those guys really are.

The limited Xtraction Point in the next chamber is only useful for changing team members, and it's definitely time to get your best team together for a grueling fight. Mikhail is in the next room, and he has plenty of technology built into the ship to assist him. Take all the Health Packs you can carry, because anyone without superb jumping skills and timing is going to need them.



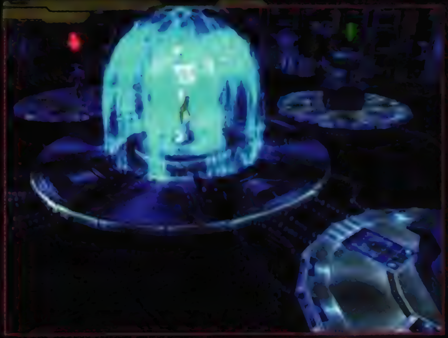
COLOSSUS IS THE BETTER BROTHER

There are three stages to the fight against Mikhail, and the first shouldn't be too bad. The mutant splits himself into many copies and sends them running all over the chamber, making you chase around after him/them. With a solid use of skills, each copy should only take a hit or two, so you shouldn't be using too many Energy Packs (if any). The copies don't deal that much damage to your team.

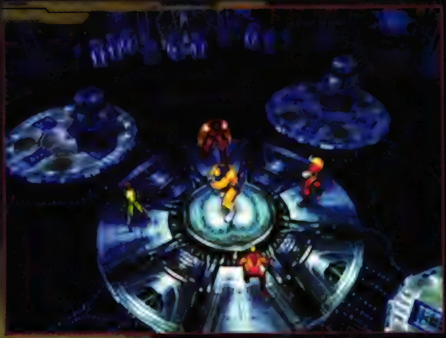


When the room starts to clear, search around for copies you might have missed. There are still more out there until the screen darkens. Then you know the second stage is about to begin.

The real battle is against Mikhail's technology. This is the core of his ship, and he's prepared for serious fighting in the heart of his domain. Standing in the center of the room, Mikhail becomes immune to damage. This power comes from a shield that surrounds him on all sides. Laughing, he uses a rotating laser to cut everything to pieces, and it seems like there's nothing anyone can do about it.



First, lure a Behemoth over to one of the pads. You'll notice that, once you damage them enough, they turn into a mass of electronic systems, or pods. Once you turn the first enemy into a pod, a laser erupts from Mikhail's direction. Make sure to interact with these new systems to systematically break down Mikhail's shield.



This process has to be repeated on each pad, but each time you do it, it's more difficult to complete the next one. After another enemy is defeated on a new pad, Mikhail releases a second laser to prevent you from continuing. If you manage to reach the third pad and turn an enemy into a pod, one of the lasers increases in speed; it's much faster.

Jump over the lasers to reach each consecutive pad. Two lasers are pretty difficult to manage, but when one speeds up, it's even worse. Enemies can hamper your progress and break your rhythm, so watch out. Do anything you can to bring Behemoths over to the pads—especially the last one. If your team members try to engage enemies away from the pad, take control of them and bring the enemy back to the pad yourself.

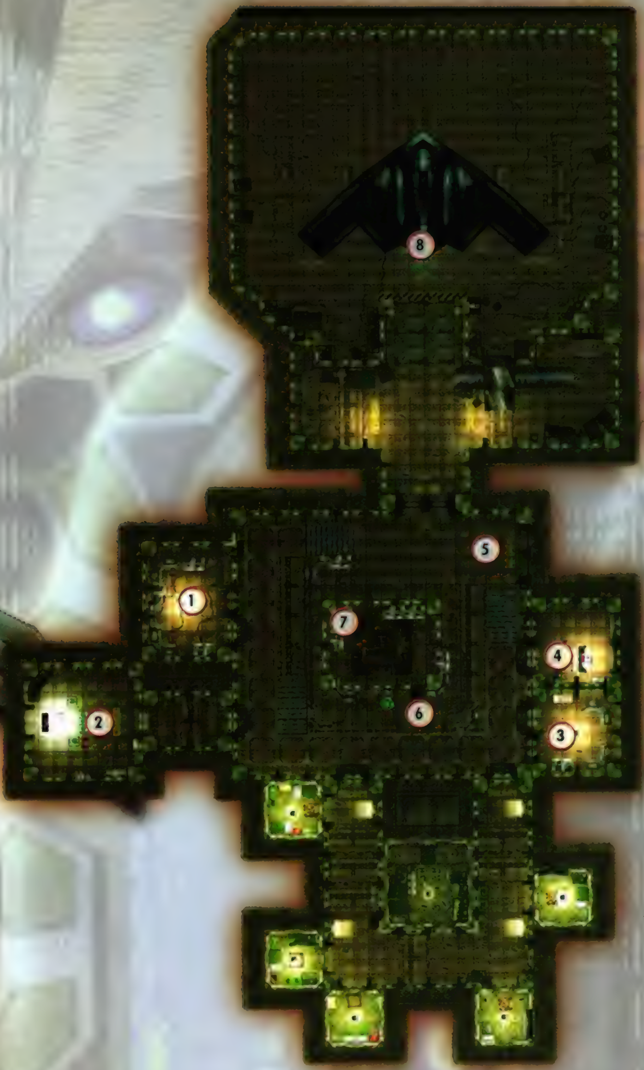
The only hallway left leads back to a Gas Chamber, where Apocalypse's minions have been holding their VIP captive. Destroy both computers in front of the doorway at the end of the hall, and then use or break the Console inside to free the prisoner. Talk to the VIP, and then use a portal and return to Avalon.

Word is reaching Professor X that there's major trouble in New York, and the X-Men are needed badly. It sounds like the full team is being tapped to hamper Apocalypse's power supplies and military construction facilities. Put on some snowshoes, because the X-Men are flying to the Great White North.

ACT III: CANADA

It might not make Wolverine feel as comfortable as being back at the mansion (or anywhere else, really), but the plan is to use the abandoned Weapon X Facility as a staging ground. Apocalypse's bases of power have been located throughout Canada, and being able to strike at them with impunity is essential.

WEAPON X FACILITY

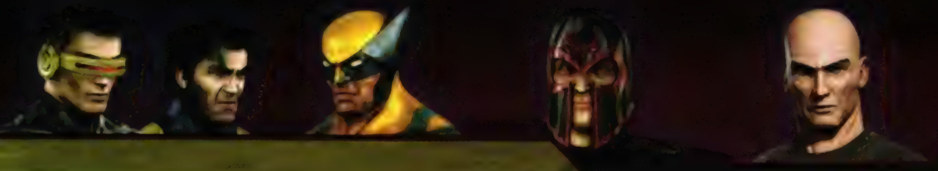


The Weapon X Facility has seen better days, but at least you didn't have to fight just to get your foot in the door. With the current setup, the building has all the comforts of home, with Forge and many of the computers upstairs, and Professor Xavier downstairs. Move around and get used to the place, take the new Trivia test to gain some free experience points, and talk to Heather Hudson and Angel on the upper level when you're ready. The two of them give you different missions, and you must decide which one to do first.

The Core is a power plant that Apocalypse has usurped. It's the easier of the two Canadian targets that you can choose for now, so it's the first one that this guide covers. The alternative is to fly to the Infinite Factory, where a legion of soldiers are being turned out on an hourly basis.

MAP LEGEND

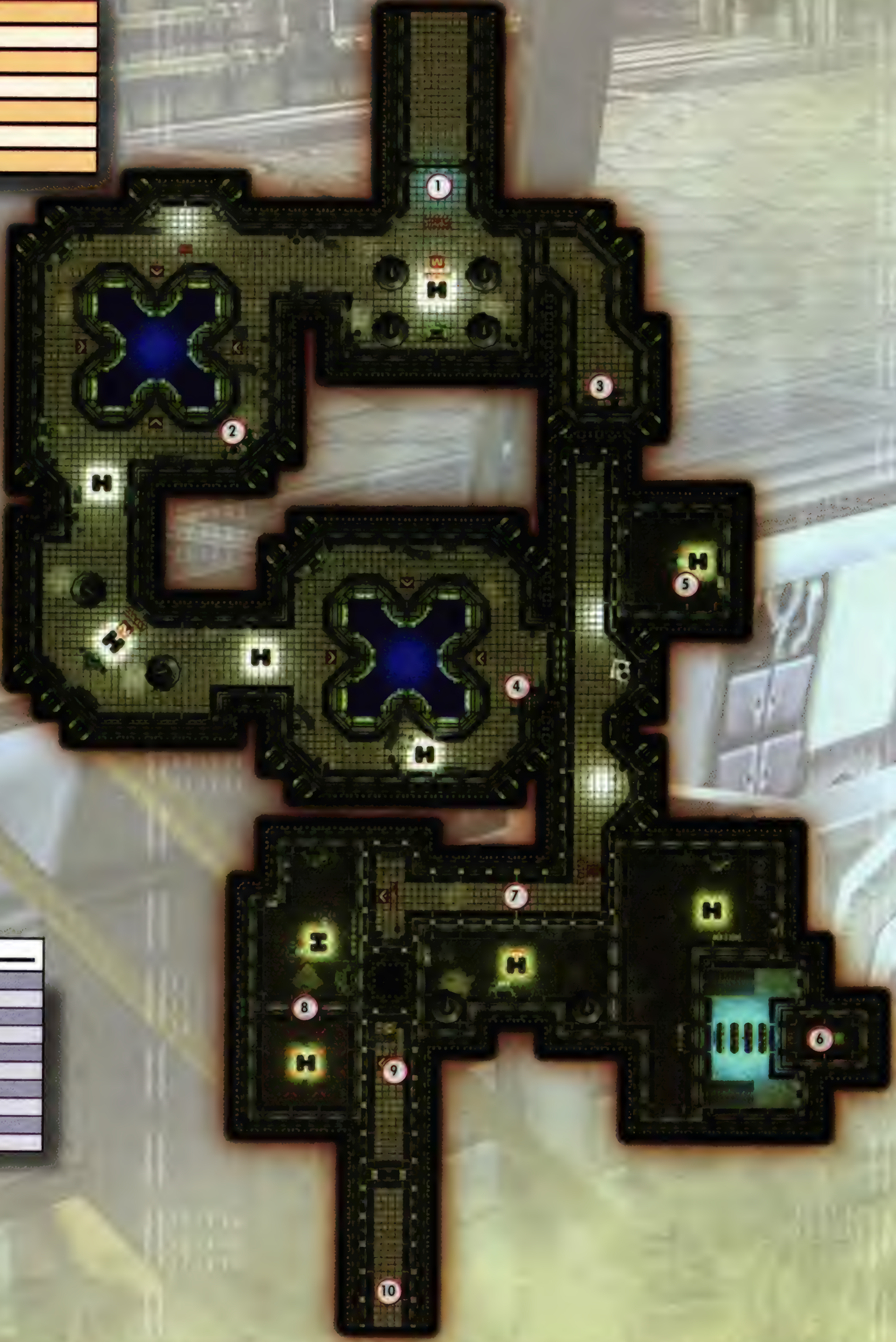
1	Forge (Store)
2	Trivia Game, Angel (Mission Target)
3	Heather Hudson (Mission Target)
4	Review Computer, Danger Room Computer
5	Xtraction Point
6	Hero Stash, Mission Computer
7	Professor X
8	Havok, X-Jet



CORE INTERIOR

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Core Elite	24	Knockdown, leader
Core Punisher	24	Knockdown
Elite Undercloak	25	Ranged, disappearing act
Infinite Mark II	21	Ranged
Infinite Omega	21	Ranged, leader
Master Undercloak	25	Retreats often, leader
Undercloak	24	Ranged, disappearing act



MAP LEGEND

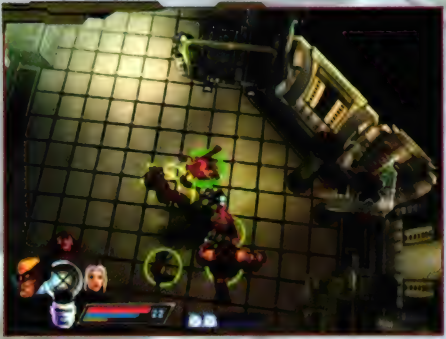
1	Exit to Weapon X Facility (Via Recall Beacon)
2	Data Disc
3	Homing Beacon
4	Security Panel (Mission Target)
5	Danger Room Disc
6	Tech Station of Speed
7	Force Field and Control Panel (to Disable)
8	Break Through Walls
9	Weapons Cache
10	Entrance to Core Security

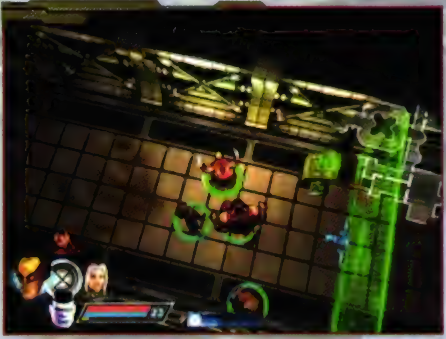
The team enters the Core from the northern end of the Core Interior. Protection for the Core is everywhere, in the form of Infinites, Undercloaks, and quite a few leaders. Many of these foes try to stay at range, so it takes quite a long time to take them all down unless you Stun targets at range and finish them off quickly. In Act III, many more leaders have immunity to damage unless combos are used on them. (Often Pop Up combos are used to end this immunity, so practice that Attack, Attack, Smash combo.)

EARLY TREATS

Immediately to the east of the entrance is a room with a fire burning outside its door. Hop over the fire, make Iceman put it out, or just get your feet scorched and head inside. There's a Homing Beacon within.

Just southeast of the first reactor pool you pass (the large blue X in the northwest part of the map) is a Data Disc. Look for the 2 on your map to find this.





Also common to Core defenses are floor turrets. Look for round depressions in the floor, and stay away from them. None of the turrets are powerful enough to bring down one of your team, but their damage and debilitating effects are extremely unpleasant.

The first objective in the Core is to help Forge get access to the plant's security systems. He has given the team a device to assist in this, and it's meant to be used on the **Security Panel** on the eastern side of the second pool. This opens the way to the far side of the map.

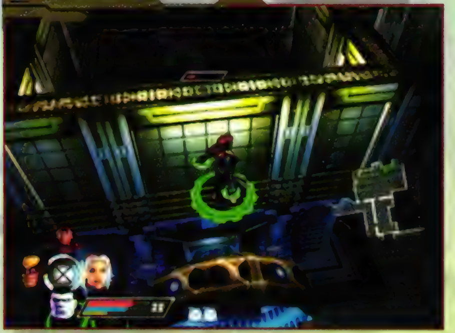
EVEN MORE

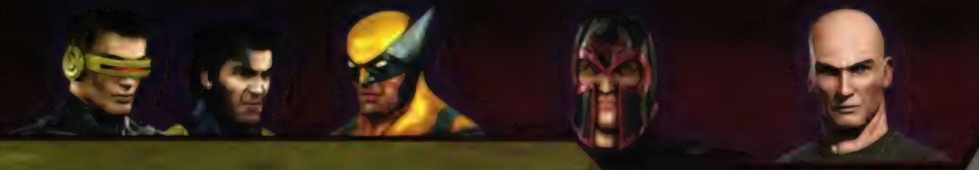
There are even more goodies in the next section of the map. Search the room to the northeast, just after entering the hallway after the Security Panel. A Challenge-Iceman Danger Room Disc is in that room.

Then, look in the room to the southeast, which has a device that looks like a particle accelerator. Notice that the ceiling above the machine looks a bit odd. Have a character with Flight hover there and break through the wall. Inside is a Tech Station of Speed.

A brief point on Undercloaks: These enemies populate most of the Core areas, and they're incredibly mean. They're quite resistant to physical attacks, and they like to run away, sometimes using invisibility to escape. Characters with extensive ranged abilities are very useful for beating Undercloaks and their leaders.

Walk down the western hallway from the particle accelerator room, and avoid the force field in the hall by ducking into the side room. Then go out the far side, where you can deactivate the field if you want. Beyond that, only a few groups of guards and a breakable wall stand in your way. Smash through both obstacles and collect the Weapons Cache in the last corridor before entering Core Security.





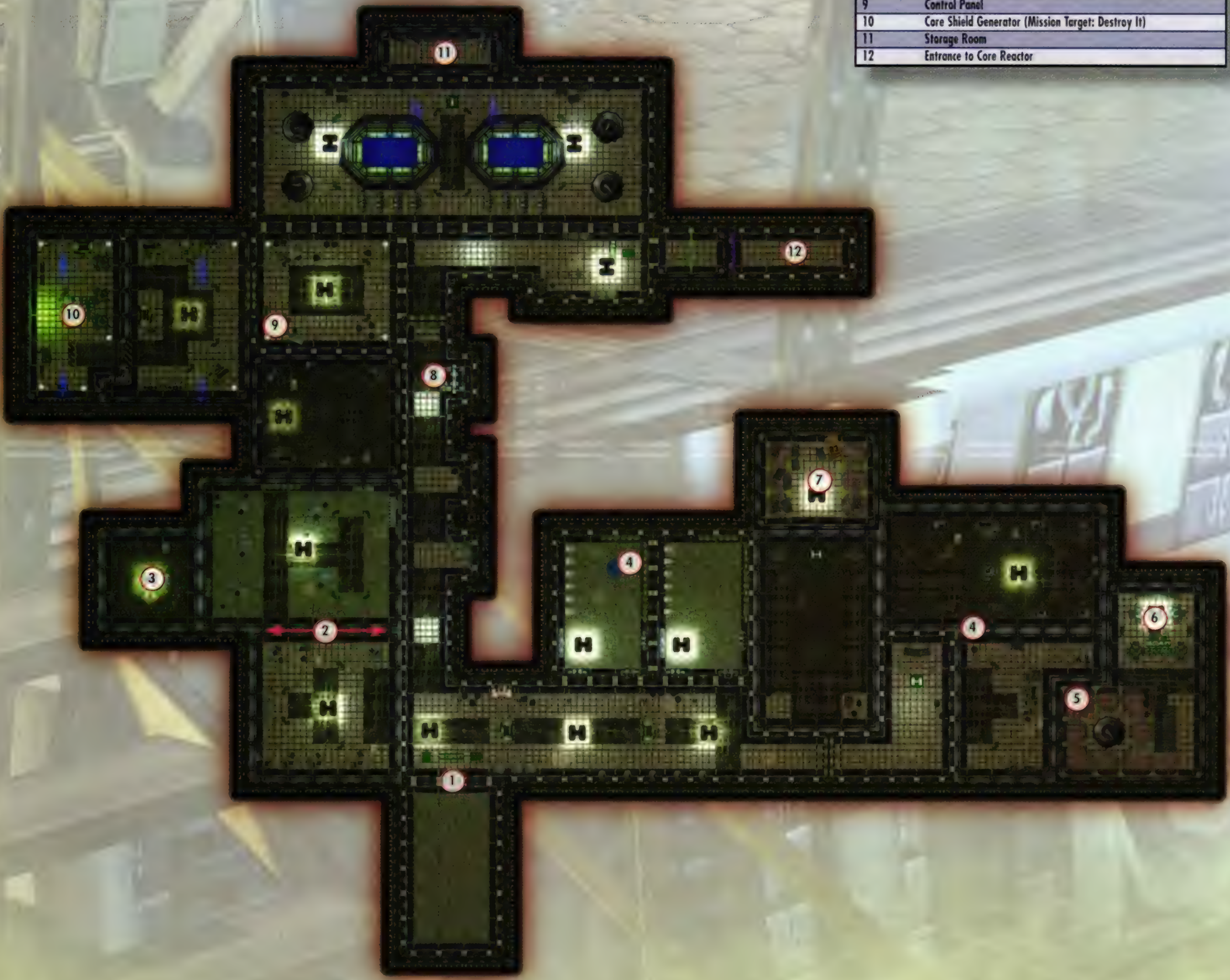
CORE SECURITY

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Core Guard	23	Knockdown
Infinite Mark V	24	Ranged
Outcast	24	Ranged

MAP LEGEND

1	Exit to Core Interior
2	Breakable Wall
3	Weapons Cache
4	Xtraction Point
5	Breakable Walls
6	Security Console (Mission Target)
7	Danger Room Disc
8	Security Gate (Use Security Console or Storm to open)
9	Control Panel
10	Core Shield Generator (Mission Target: Destroy It)
11	Storage Room
12	Entrance to Core Reactor



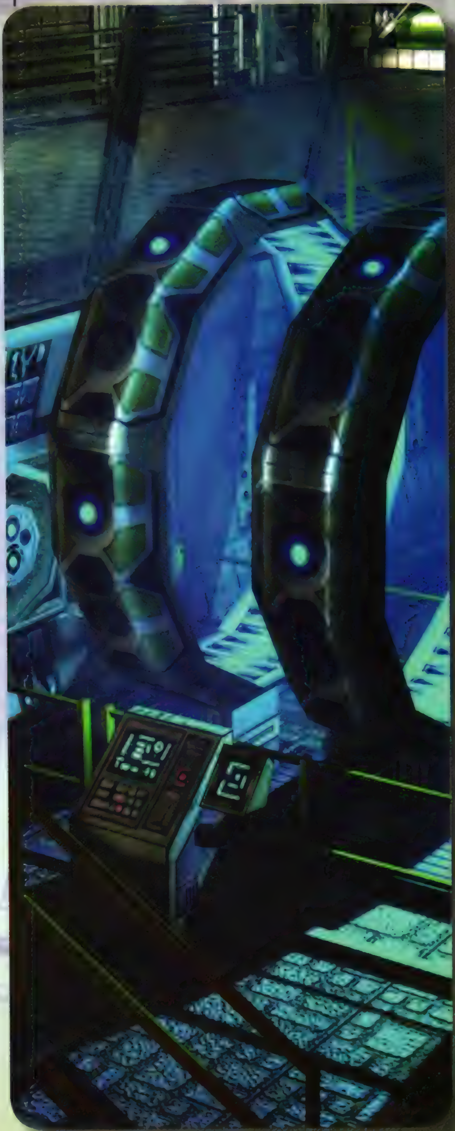
Clearing the route to the east is your first task. This takes you toward a Security Console that gives you access to the second half of this area. Along the way, stop in the first room on the north side of the hall (there's an Xtraction Point in there).

HOW TO INFLUENCE MACHINES

The fastest way to get through this area is to use a character who can manipulate electronics, such Storm with her Lightning, on the generator next to the Security Gate. This opens the path so you don't have to destroy the Security Console in the east.

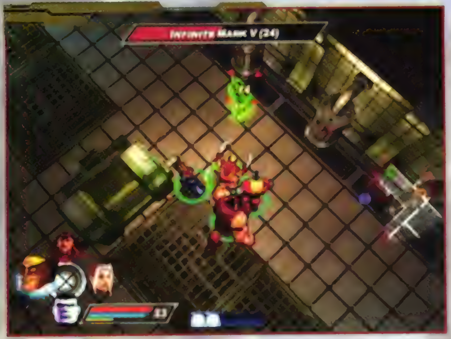
DANGER ROOM DISCS, NOW REGION-FREE!

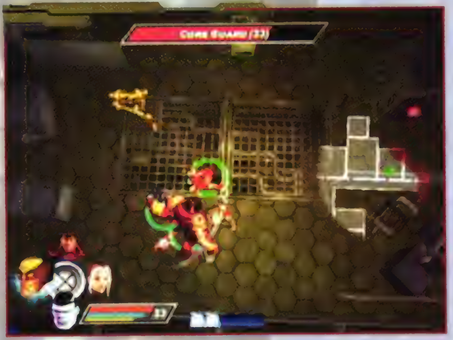
Two rooms east from the Xtraction Point is a set of chambers that don't seem to be significant. The room at the rear has a Danger Room Disc (Assault 303) and many containers to destroy for loot.



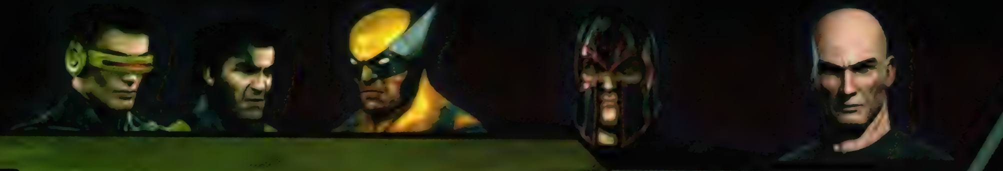
Break through the walls at the eastern end of the hallway to access the security area. Fight through the heavy concentration of defenders, and jump over the railing in the last room to quickly reach the Console at the bottom. Use or destroy it to open the heavy doors in Core Security. One of them gives you a fast run back down the hallway, and the other opens the northern hall.

Take the second room along the northern hall all the way back, and break into the tiny room on the other side of its west wall. There's a cache of weaponry there, and a few other containers as well. Steal what you want, and then proceed up the northern hall again. Turn west again after you pass the Security Gate, and obliterate the system that controls the **Core Shields** on the lower level.





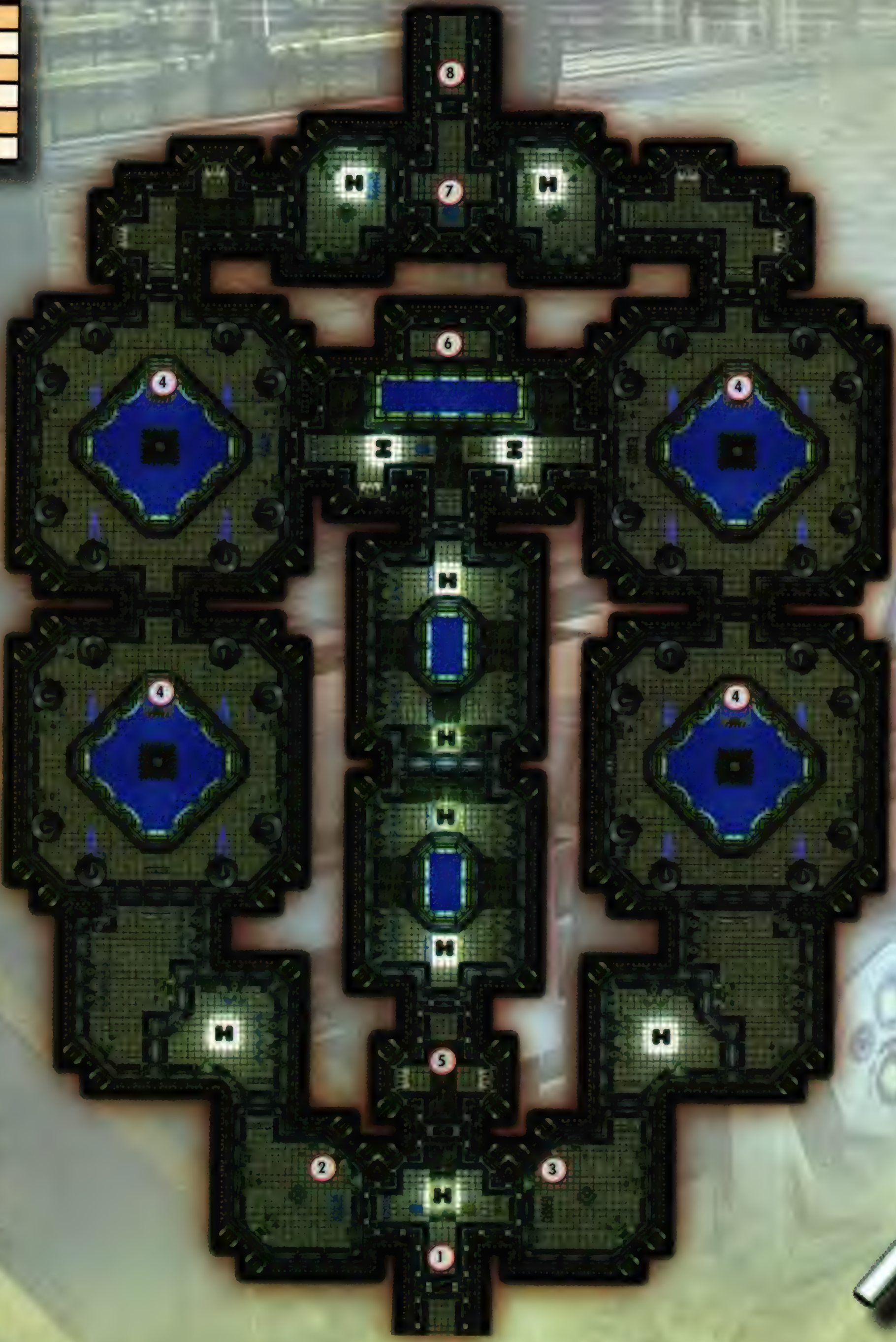
Now you're free to leave the level via the exit to the east. The large chamber along that northern hallway has some extra enemies and a storage room with considerable loot, but there isn't anything that you *need* to do up there.



CORE REACTOR

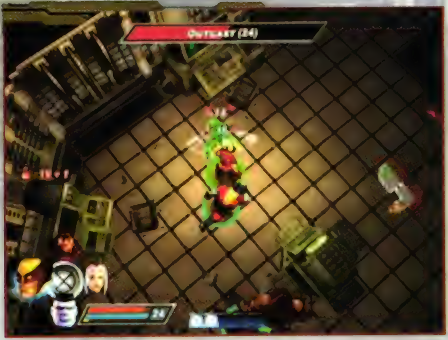
ENEMIES IN THIS AREA

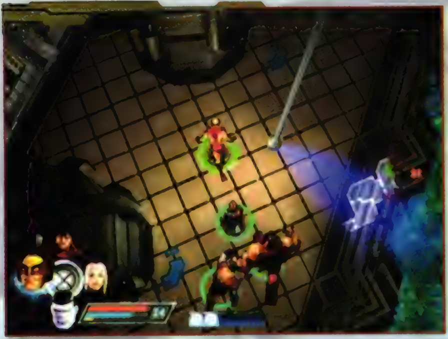
NAME	LEVEL(S)	NOTES
Elite Undercloak	25	Disappearing act
Exiled Master	24	Ranged, leader
Master Undercloak	25	Leader, retreats often
Outcast	24	Ranged
Overseer	25	Leader, area-of-effect knockdown
Tyrant	25	Area-of-effect knockdown



MAP LEGEND

1	Exit to Core Security
2	Blue Master Control (Mission Target)
3	Yellow Master Control (Mission Target)
4	Reactor Control Rods (Mission Target)
5	Comic Book
6	Homing Beacon
7	Xtraction Point
8	Core Control





Now that your team has access to the innards of the Core, it's time to start doing some damage. The next step is to bring the two reactors in this level online. You need to do this carefully if you don't want to destroy the local environment.

The doors to the east and west are unlocked. Ignore the central doorway for now (it won't open until the reactors are online). Use the door to the west, and fight through the Tyrants and Outcasts there. Don't pack in too tightly around the Tyrants, because they knock groups down occasionally. Move north, beating the leaders you find, and lower both **Control Rods** for the western pools (they're at the north end of each pool). Then return to the very first room on the western side and look for the **Blue Master Control** system. Use that to start the reactor.

Repeat this process for the eastern pools, and then use the **Yellow Master Control** to activate the second reactor. This unlocks the nonessential doors into the center of the map, and it also unlocks the doors in the north that lead to the next area. (Move north from either side of the map and close in from there.) An Xtraction Point is uncovered just before you reach the entrance to Core Control.

OPENING THE DOORS

The Control Rods allow you to bring the two reactors safely online. Several doors open in this general area. Back at the south end of the map, the door across from the entrance unlocks, revealing a Comic Book on the other side. Continuing north from there, the team eventually reaches a pool that creates a T-intersection. Instead of leaving, fly over the water and activate the Homing Beacon on the other side.

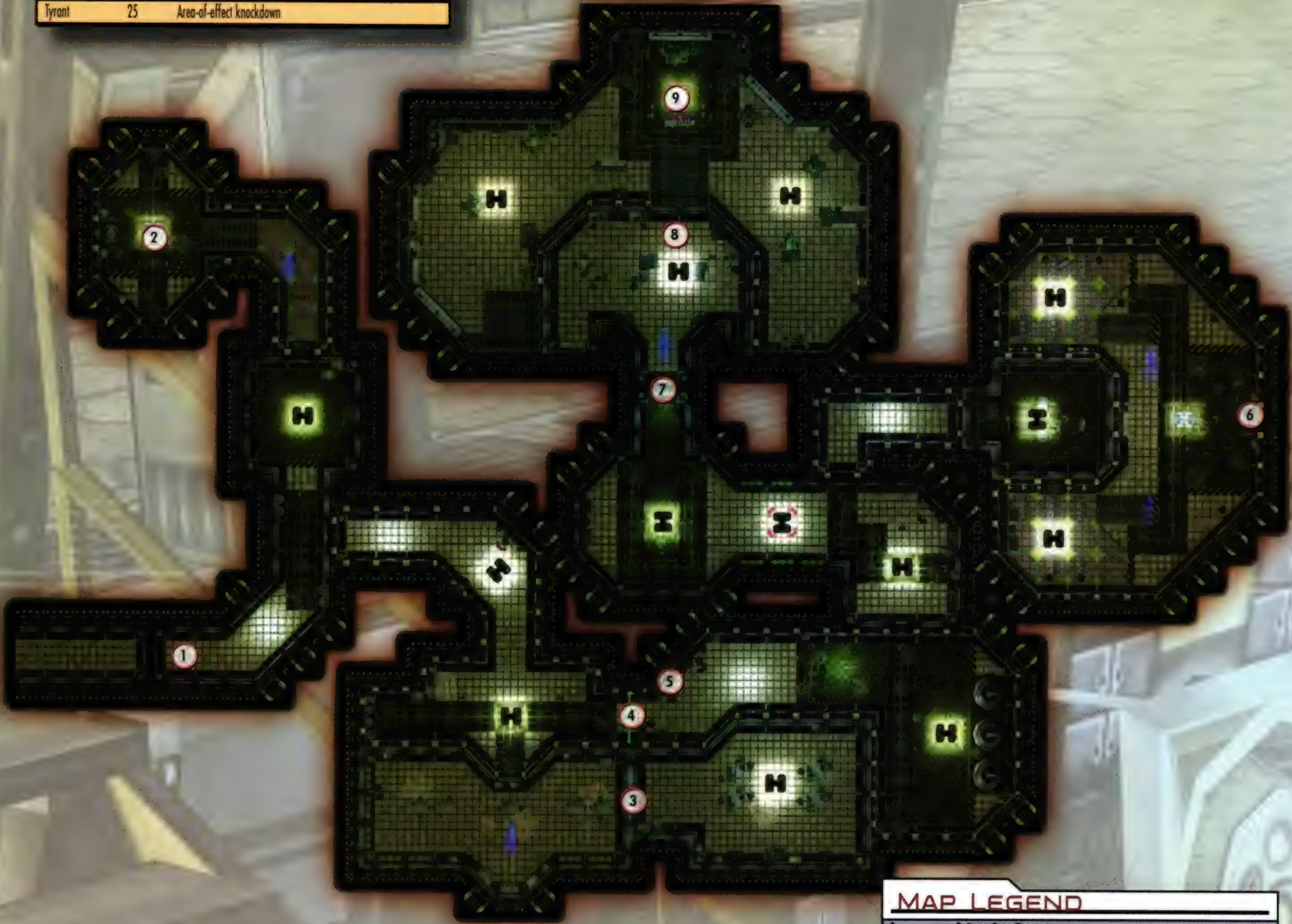
ALWAYS A PRICE

Your team is quite capable of bringing the reactors online before the Control Rods are in place, but there are some downsides. The big problem is that everyone on your team starts to take damage once a reactor is engaged without its Control Rods. The damage isn't severe, but it's disruptive and keeps mutants from flying.

CORE CONTROL

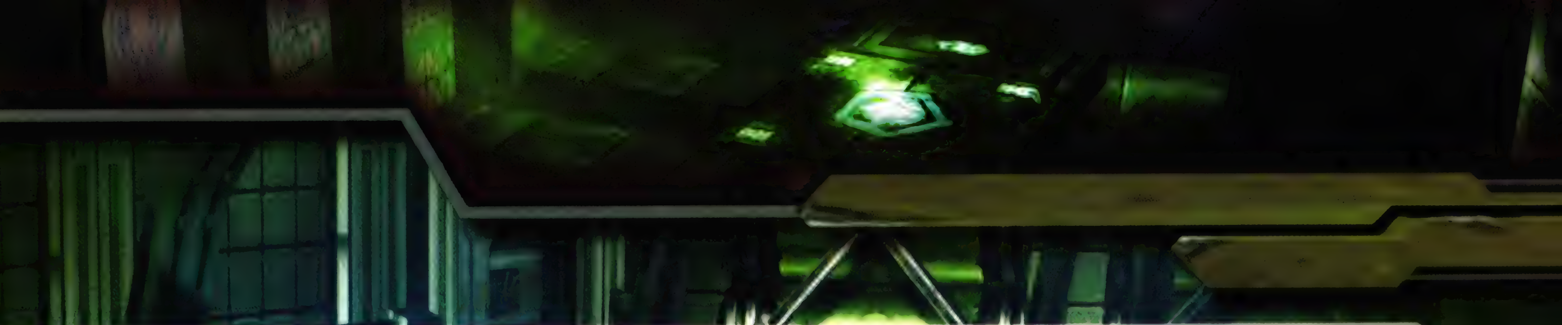
ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Elite Undercloak	25	Disappearing act
Master Undercloak	25	Leader, retreats often
Overseer	25	Leader, area-of-effect knockdown
Sugar Man	25	Immense damage, area-of-effect knockdown
Tyrant	25	Area-of-effect knockdown



MAP LEGEND

1	Exit to Core Reactor
2	Coolant Pump Blue (Mission Target)
3	Breakable Wall
4	Force Field
5	Sketch Book
6	Coolant Pump Yellow (Mission Target)
7	Security Door
8	Sugar Man
9	Primary Power Console (Mission Target)



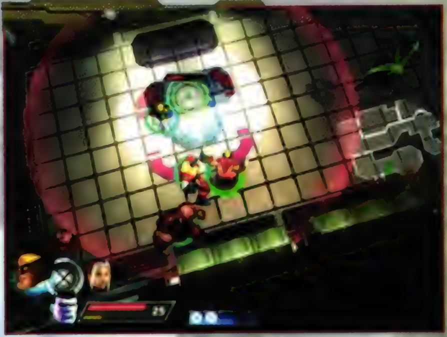
With a few final acts of sabotage, your team can bring down the entire plant without destroying any more of it than necessary. Two Coolant Pumps in this area must be destroyed before you can trash the Primary Power system.

The first pump is nearby. Take the northern path in the first hallway, and stick with it until it reaches a room with a set of pumps on the far side. Destroy the **Coolant Pump (Blue)**, and then head southeast into the heart of the area.

The primary hallway to the east is blocked by a force field. To circumvent this, enter the only room in the south that's accessible and break through its eastern wall.

DOUBLE BACK

Walk back to the opposite side of the force field and pick up a Sketch Book.



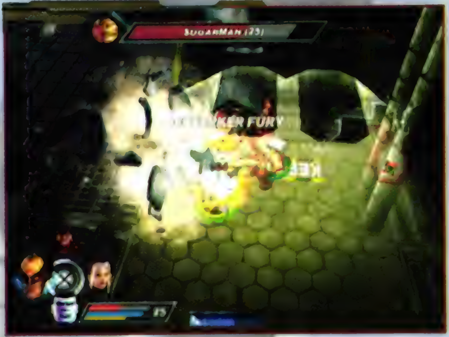
Follow the hallway as it snakes around, and maneuver toward the room to the northeast. The second objective is there, and you should destroy the **Coolant Pump (Yellow)** as soon as possible. This unlocks the Security Door into the control room for the reactor's power. Destroy all the enemies and objects you can, while building a supply of Xtreme Points. There's a terribly mean enemy in the last room, and those Xtreme Points will be critical.

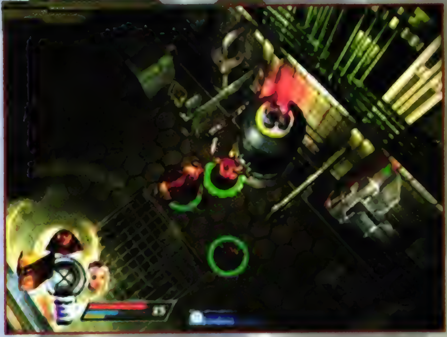
WHO WOULD CALL THIS GUY THE SUGAR MAN?

There isn't much to love about the enemy who guards the power control room. Sugar Man claims to be from an alternate future, although it's impossible to tell whether he's telling the truth. In any event, he's a mutant with incredible strength, and he isn't interested in negotiating.

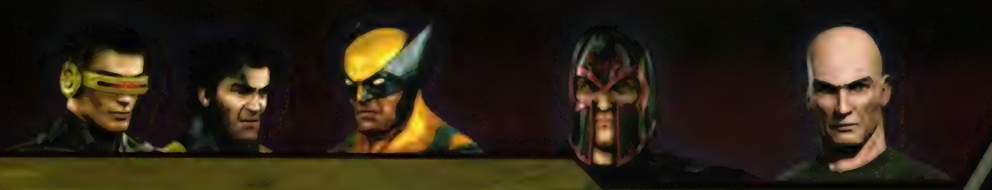
Between Sugar Man's amazing damage and area-of-effect attacks, it's almost suicidal to face him directly without Xtreme Points. Use your best attacks, one after the other, and spend everything you have. (Being approximately level 25, you may have gained your third Xtreme Point by now.) Sugar Man doesn't have very much Health, so that might be enough for an ultra-fast victory.

Otherwise, keep only one melee character engaged with Sugar Man, and have the rest of your team focus on ranged damage. This is one of the few battles where an extremely powerful tank can change the entire dynamic. Have a character like Colossus step up against Sugar Man and use Unbreakable, while everyone else helps to pull the vicious mutant down.





Use the **Primary Power Console** when the fight is over, which should shut down the power plant for quite some time. Search the room for containers to destroy, especially on the top level by the door. Then, use Blink's portal to return to base. The Infinite Factory needs to be shut down!



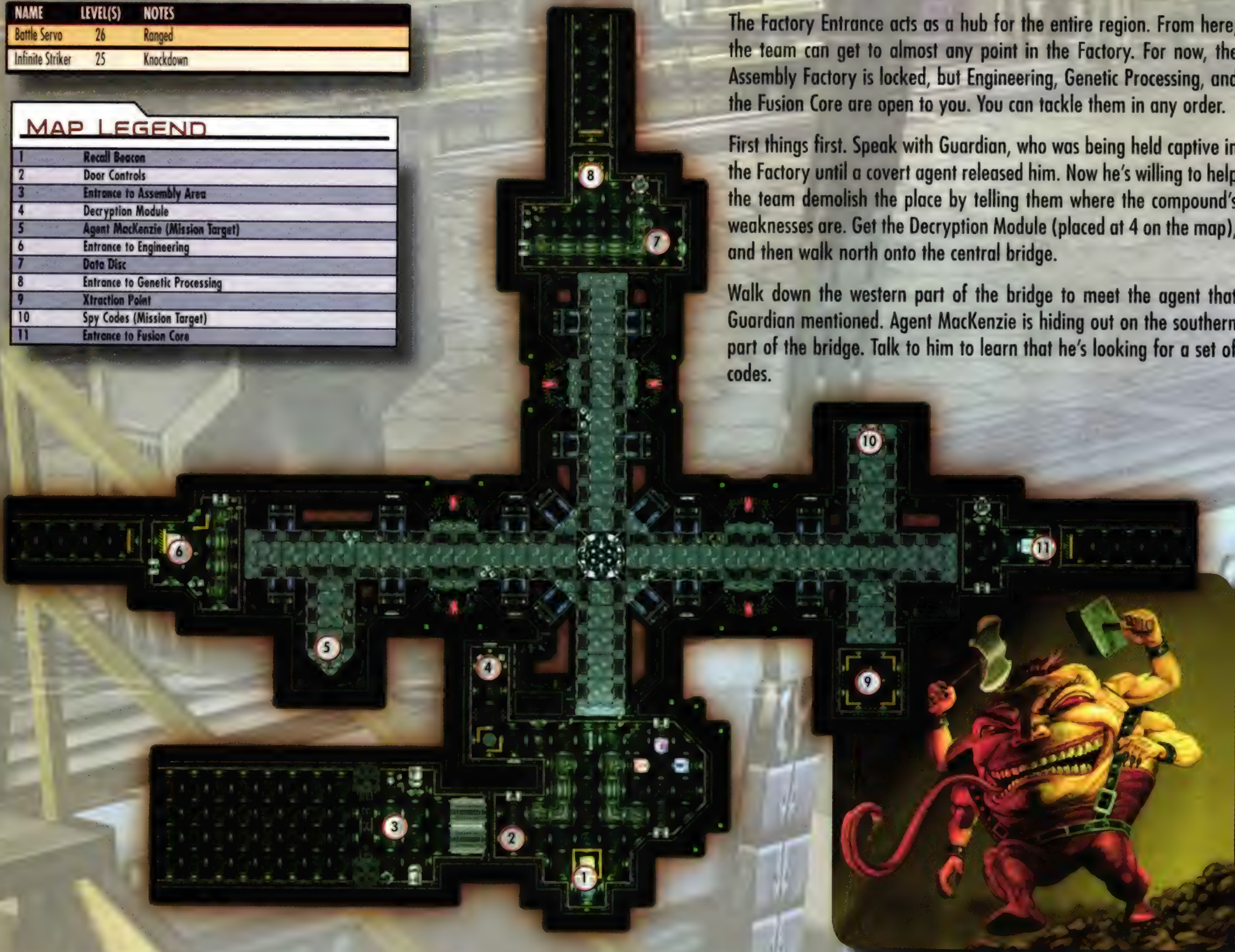
FACTORY ENTRANCE

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Battle Servo	26	Ranged
Infinite Striker	25	Knockdown

MAP LEGEND

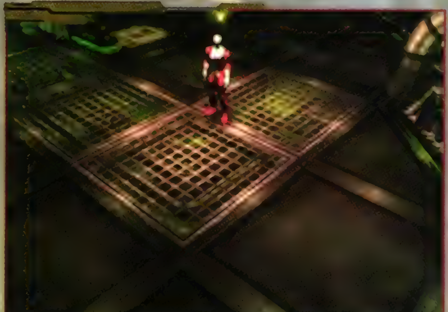
1	Recall Beacon
2	Door Controls
3	Entrance to Assembly Area
4	Decryption Module
5	Agent MacKenzie (Mission Target)
6	Entrance to Engineering
7	Data Disc
8	Entrance to Genetic Processing
9	Xtraction Point
10	Spy Codes (Mission Target)
11	Entrance to Fusion Core



The Factory Entrance acts as a hub for the entire region. From here, the team can get to almost any point in the Factory. For now, the Assembly Factory is locked, but Engineering, Genetic Processing, and the Fusion Core are open to you. You can tackle them in any order.

First things first. Speak with Guardian, who was being held captive in the Factory until a covert agent released him. Now he's willing to help the team demolish the place by telling them where the compound's weaknesses are. Get the Decryption Module (placed at 4 on the map), and then walk north onto the central bridge.

Walk down the western part of the bridge to meet the agent that Guardian mentioned. Agent MacKenzie is hiding out on the southern part of the bridge. Talk to him to learn that he's looking for a set of codes.



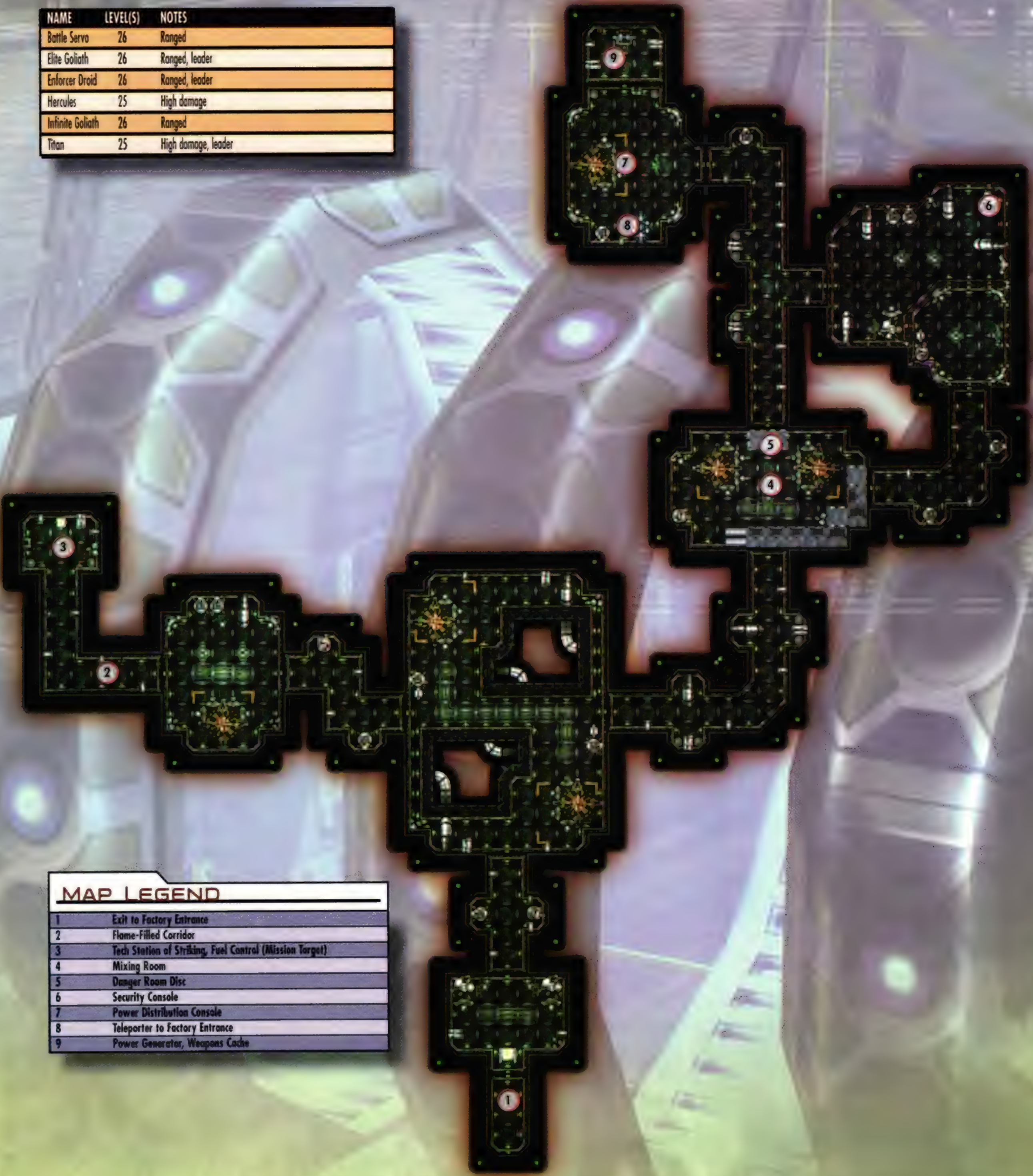
Infinite Strikers are the primary defenders of this area. They're very good at knocking people down and doing a modest amount of damage. Be aggressive so that the Strikers don't have time to use their large polearms. When the enemies come into the area through the glowing blue portals, stand beside the portals and use a combat skill to take them down.

Retreat, and explore the eastern spoke of the bridge to unlock an Xtraction Point and to get the **Codes** for Agent MacKenzie. Take them to the agent, and use the passage on the west end to enter Engineering.

ENGINEERING

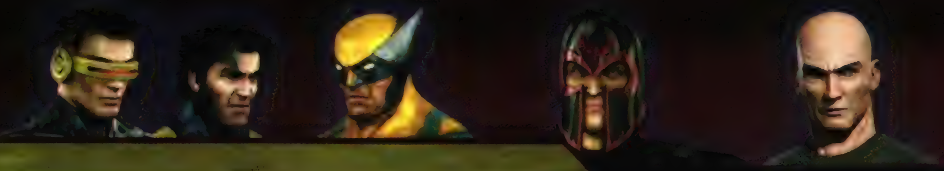
ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Battle Servo	26	Ranged
Elite Goliath	26	Ranged, leader
Enforcer Droid	26	Ranged, leader
Hercules	25	High damage
Infinite Goliath	26	Ranged
Titan	25	High damage, leader



MAP LEGEND

1	Exit to Factory Entrance
2	Flame-Filled Corridor
3	Tech Station of Striking, Fuel Control (Mission Target)
4	Mixing Room
5	Danger Room Disc
6	Security Console
7	Power Distribution Console
8	Teleporter to Factory Entrance
9	Power Generator, Weapons Cache



It doesn't take too long to shut down Engineering. There are several vulnerable points along the chain that your team can exploit. To begin, walk north until you reach the massive chamber at the center of Engineering. The Fuel Control systems are west from there. There aren't many enemies, but harder hitters like the Hercules and Battle Servos might cost you a Health Pack or two. Target these foes before worrying about the modest Infinite Goliaths.

There's a corridor of fire protecting the Fuel Control room. Either wait patiently for each gout of flame to finish before running forward, or accept some damage and hurry through. Use the Tech Station of Striking in the room at the end of the hallway, and then mess with the **Fuel Control** to shut off the fire in the hallway and prep Engineering for a disaster.

Return to the central chamber, but walk to the east this time. The first room you reach along that route is a mixing room, where large vats are in the process of...well, doing something foul that you probably don't want them to be doing. Use the eastern exit on the higher level to move toward the north side of the area. Enemies are concentrated more heavily here, and there isn't anything special to save your Xtreme Points for (no Sugar Man this time), so use one of them to finish a fight if things get hairy.

THE CHALLENGE OF PHOENIX

There's a Danger Room Disc on the eastern side of Engineering. Look on the northern balcony of the mixing room (marked with a 4 on the map). Either fly up there as soon as you enter the mixing room, or take the long way around to the east and backtrack when you get up to the second tier.

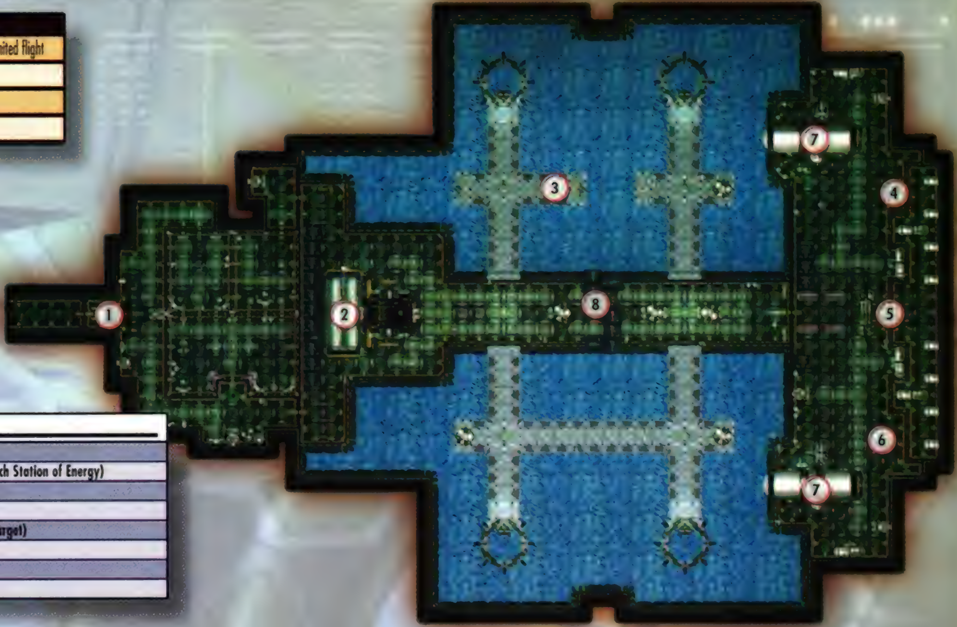
Note the Security Console in the next room, to the northeast. This Console isn't active at the moment, but it can be activated elsewhere. The chamber at the terminus of the corridors has a Power Distribution Console, a Teleporter, and a side room with a cache of weapons and a Generator. Using the **Power Distribution Console** actives the Security Console from the previous room. To complete the process you've begun, either return to that **Security Console** and use it, or disrupt the **Generator** with an electric discharge such as Storm's Lightning. If you use the Security Console, be ready for a team of three leaders that try to stop you.

Using the **Power Distribution Console** again after everything else has been completed sends the system over the edge. An explosion rips through the room, and the Teleporter becomes active. use this for a fast trip back to the Factory Entrance. Walk up to Genetic Processing, your next goal.

GENETIC PROCESSING

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Assassin Droid	25	Ranged, immunity boost (Energy/Elemental ineffective), limited flight
Elite Goliath	26	Ranged leader
Infinite Goliath	26	Ranged
Infinite Striker	25	Knockdown



MAP LEGEND

1	Exit to Factory Entrance
2	Recycler (Use Might to Reveal a Tech Station of Energy)
3	Homing Beacon
4	Weapons Cache
5	Coolant Control Console (Mission Target)
6	Teleporter to Factory Entrance
7	DNA Storage Tanks
8	Comic Book

The Genetic Processing area isn't very large, but there are quite a few Droids and Infinite troops defending it. As long as your team's Health is holding out, move quickly through the ranks of enemies. Be prepared to slow down as soon as any concentrated attacks start to fall on any single member of your group. Those Droids can *hurt*.

Move beyond the series of entry rooms. Don't worry about anything more than survival and victory until you reach the outdoor section of the map, to the east. A large Recycler is there, and a character with enough Might can push that machine off its foundations. Inside is a Tech Station of Energy!

Step onto the series of bridges and fight your way across. Flight seems like a good idea for fast travel, but there are enough enemies in the way to knock you out of the sky. This is especially dangerous if your character is flying over a long drop. It's easier to just beat down the enemies and keep the path clear.

MORE COMIC ACTION

There are two things to steal from the enemies on the bridges. First, there's a Comic Book on the eastern side of the cargo containers in the center of the bridge. After getting this, search the northwest bridge for the third Homing Beacon for Act III.

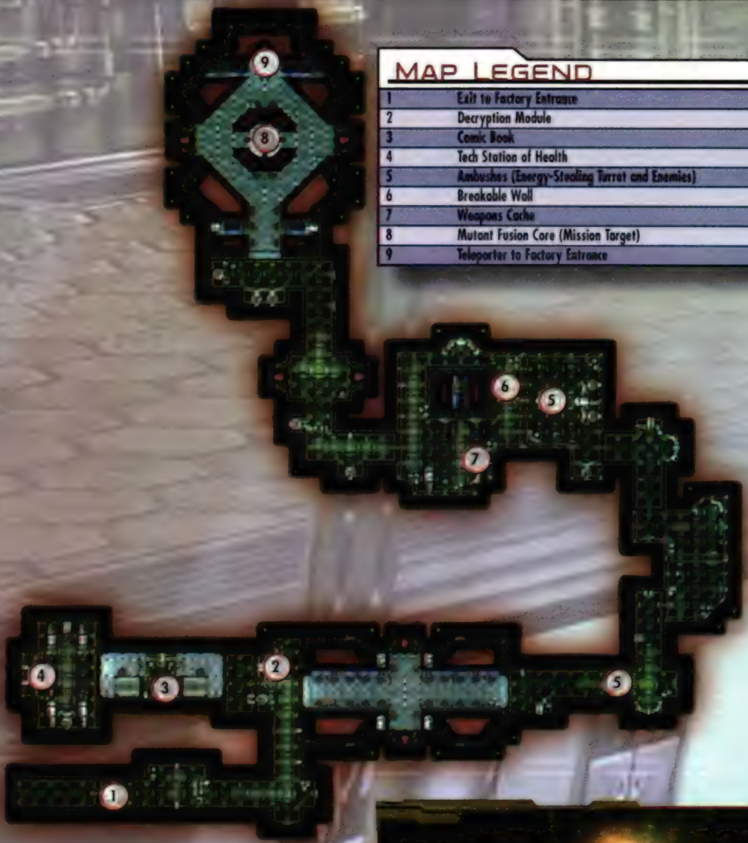
Use the **Coolant Control Console** at its station on the eastern edge of the map, and then collect the chest of equipment to the north of that position. Now that the Coolant is disrupted, your team has to destroy the existing **DNA Storage Tanks**. This can be done in a myriad of ways. Smash the tanks at both ends of the warehouse with powerful attacks, use a character with Might to push the tanks into the water below (an especially cool-looking victory), or use Lightning on the power systems nearby. Almost any method is going to be successful, so be creative.

The Teleporter back to the bridge in the Factory Entrance is activated once the task is done. Use it to reach the Fusion Core.

FUSION CORE

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Battle Servo	26	Ranged
Hercules	25	High damage
Infinite Mark VIII	27	Ranged
Infinite Striker	25	Knockdown
Titan	25	High damage, leader



MAP LEGEND

1	Exit to Factory Entrance
2	Decryption Module
3	Comic Book
4	Tech Station of Health
5	Ambushes (Energy-Stealing Turret and Enemies)
6	Breakable Wall
7	Weapons Cache
8	Mutant Fusion Core (Mission Target)
9	Teleporter to Factory Entrance

Potent guards, a few turrets, and a long path of twisting chambers keep you from having an easy route to the Mutant Fusion Core. Move along the primary hallway, fighting the same types of enemies that have appeared in the other peripheral areas.

EARLY GOODNESS

There are two items in the rooms that split west from the hallway. Use the Decryption Module to access these chambers, and grab the Comic Book in the first room and the Tech Station of Health in the second. There are a few clusters of enemies in the way, and more appear during your return trip, but this treasure is well worth the time.

The rest of the trip is extremely linear, but marked by dangerous ambushes. Not only is the hallway filled with enemies, but there are Energy-stealing turrets that are very hard to avoid because of the cramped corridors. Don't try to destroy them, because it isn't worth the frustration. Instead, try to fly or run past the turrets before they rise from the floor.

Your team reaches a series of rooms after turning west in the corridor. Break through the wall of the first chamber, and then look on the southern side of the next room to find a Weapons Cache.

The rest of the journey is simple, and there aren't any more turrets to hamper you. When the team reaches the northern part of the map, destroy the **Fusion Core** and settle things with the Infinites that keep coming in through the portals. Use the Teleporter that's activated when all is quiet, and use the Xtraction Point in the Factory Entrance to save your game. From there, walk all the way back to the entrance and use the Door Controls to enter the Assembly Factory. Two Hercules rush out to stop your team. We know how *that's* going to end...

ASSEMBLY FACTORY

ENEMIES IN THIS AREA

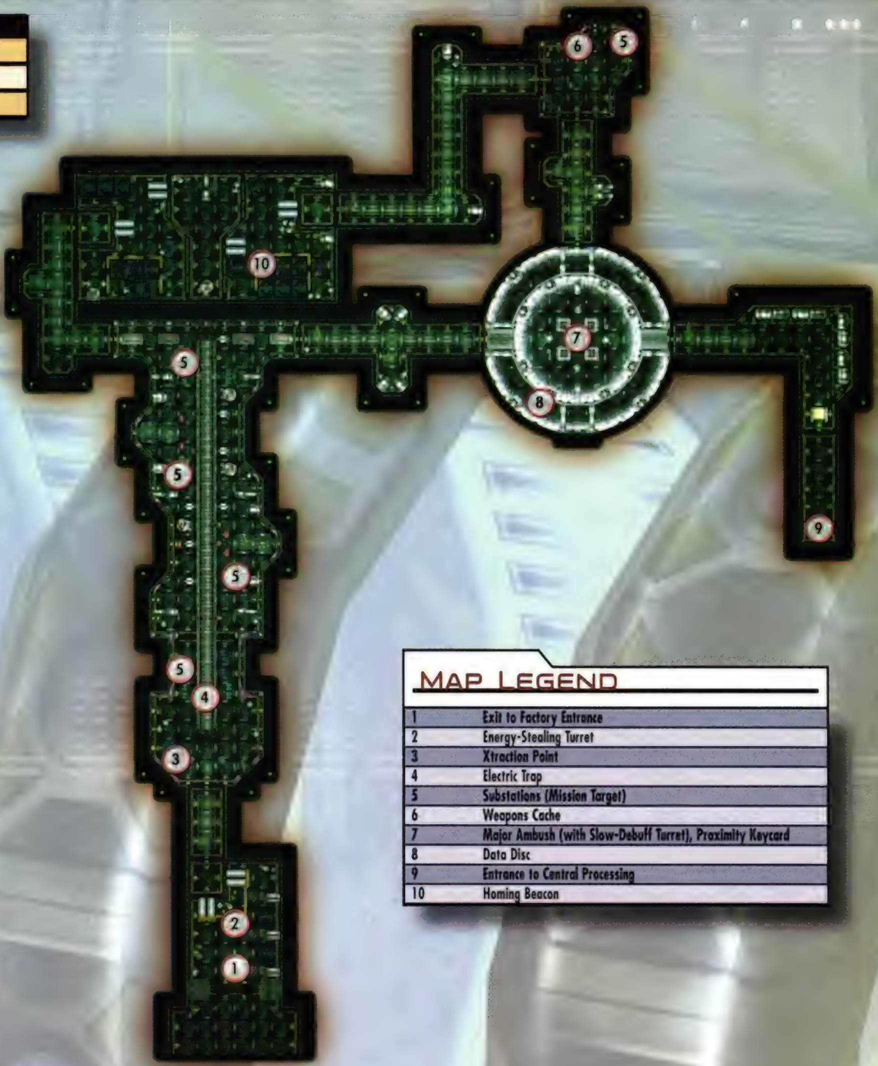
NAME	LEVEL(S)	NOTES
Goliath Class III	28	Ranged
Infinite Cyborg	28	Knockdown
Infinite Mark VIII	27	Ranged

There are quite a few Substations in the Assembly Factory. Destroying all of them will put the Infinite Factory itself out of commission, so your ultimate goal is now at hand! The enemies here aren't very powerful, and for most of the level they lack the numbers to threaten you.

Fly or run forward to avoid the Energy-stealing turret in the first room. It's very troubling to start combat here without Energy Points.

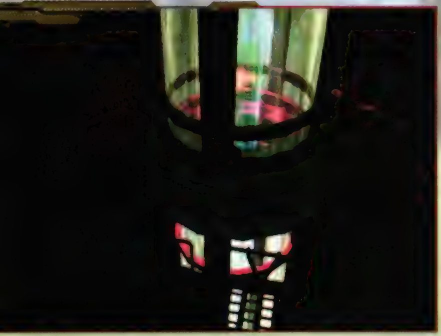
Unlock the Xtraction Point as your team plows through the opposition and north through the level. The wide corridor that extends from there contains most of the **Substations** that you need to destroy. Don't walk down the center of the conveyor area, because there are electrical discharges that deal moderate damage. Walk behind the posts that unleash the energy, or simply wait for the discharge to end and slip quickly through. Slash apart the stations behind each one as you pass.

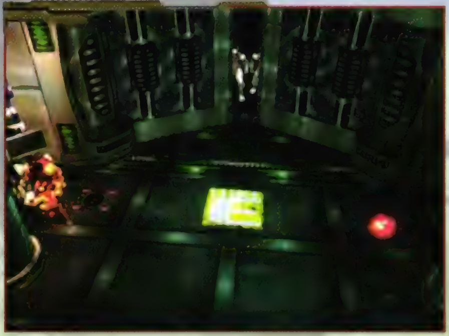
Take the western route from the intersection at the end of the hallway. This path is longer, but it's also more thorough. Fight past the defenders, and then collect the items from the Weapons Cache in the northeast. The final **Substation** must be destroyed in order for the Infinite Factory to meet its screeching death. There's still more to do, but you've succeeded in your task no matter what happens next.



MAP LEGEND

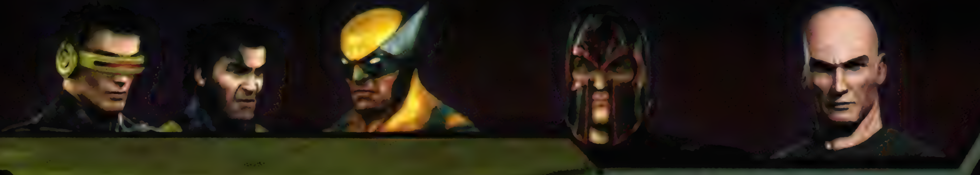
1	Exit to Factory Entrance
2	Energy-Stealing Turret
3	Xtraction Point
4	Electric Trap
5	Substations (Mission Target)
6	Weapons Cache
7	Major Ambush (with Slow-Debuff Turret), Proximity Keycard
8	Data Disc
9	Entrance to Central Processing
10	Homing Beacon





Walk south, down the next hall, and face a large ambush in the circular room at the end of the passage. Many Infinites come out to stop you, and a turret in the center of the area fires shots that greatly slow a character. Destroy the turret first, and use an Xtreme attack to clear any enemies.

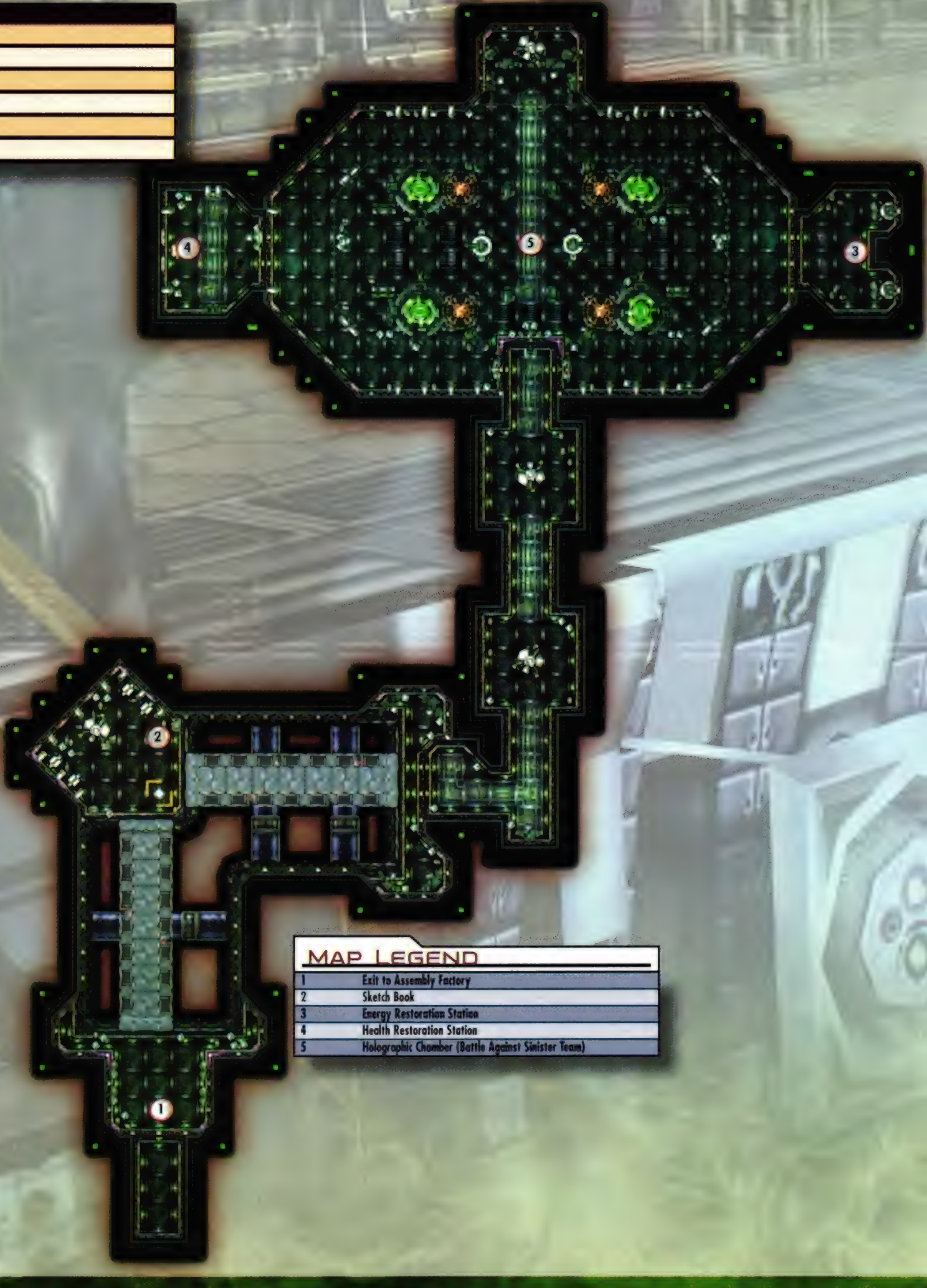
Pick up the Proximity Keycard from the final enemy who falls, and then take the eastern hall to reach Central Processing.



CENTRAL PROCESSING

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Goliath Class III	28	Ranged
Infinite Cyborg	28	Knockdown
Sinister Cyclops	35	Copy of Cyclops
Sinister Iceman	35	Copy of Iceman
Sinister Storm	35	Copy of Storm
Sinister Wolverine	35	Copy of Wolverine



MAP LEGEND

1	Exit to Assembly Factory
2	Sketch Book
3	Energy Restoration Station
4	Health Restoration Station
5	Holographic Chamber (Battle Against Sinister Team)

Almost all of Central Processing is taken up by the Holographic Chamber at the northern end of the map. Everything else is just used as a set of connection points for people to move up there. Wade through the trivial defenses, and it won't be long before you reach a more serious battle!

PRETTY COLORS

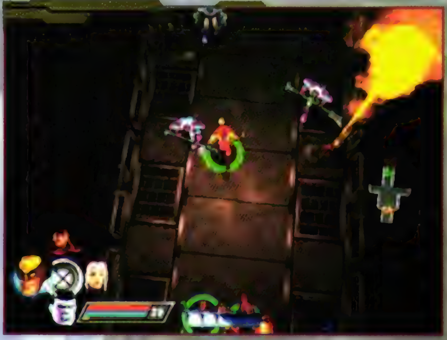
Look in the northeast corner of the first room in this area for a Sketch Book.

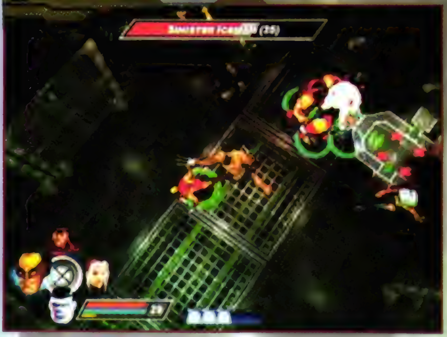
To the left and right of the Holographic Chamber are side rooms with a set of Health and Energy Stations. Use them to restore at least one of your characters to their best fighting status, and then enter the main room.

Mister Sinister loved his Infinite Factory, and now your team has ruined it for him. He's too much of a coward to face you directly, so he has a team ready to face you: the X-Men!

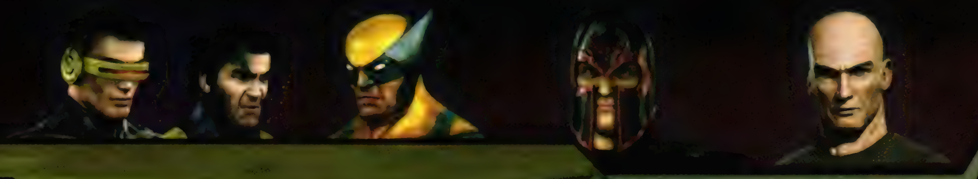
Holographic versions of Cyclops, Iceman, Storm, and Wolverine leap into existence. There's no way to permanently defeat them no matter what you do, because they aren't real. To survive the encounter, rush between the series of **Holographic Projectors** and smash all of them. Xtreme attacks should be saved for the final one or two of them, to give you the chance to take out the Sinister versions of the X-Men with the final moves.

This is useful because the Sinister versions stick around after the Projectors are down, but they can be properly knocked out afterward. There's going to be plenty of time to build the team's supplies back up after this, so use every Xtreme Point you have. Take the portal back when the fight is over. There's no hope of Mister Sinister actually sticking around for a real fight.





Back at base, talk to Heather Hudson, Angel, and Professor X. The Madri Temple is your new target, and the X-Jet is fueled and ready to fly you there.

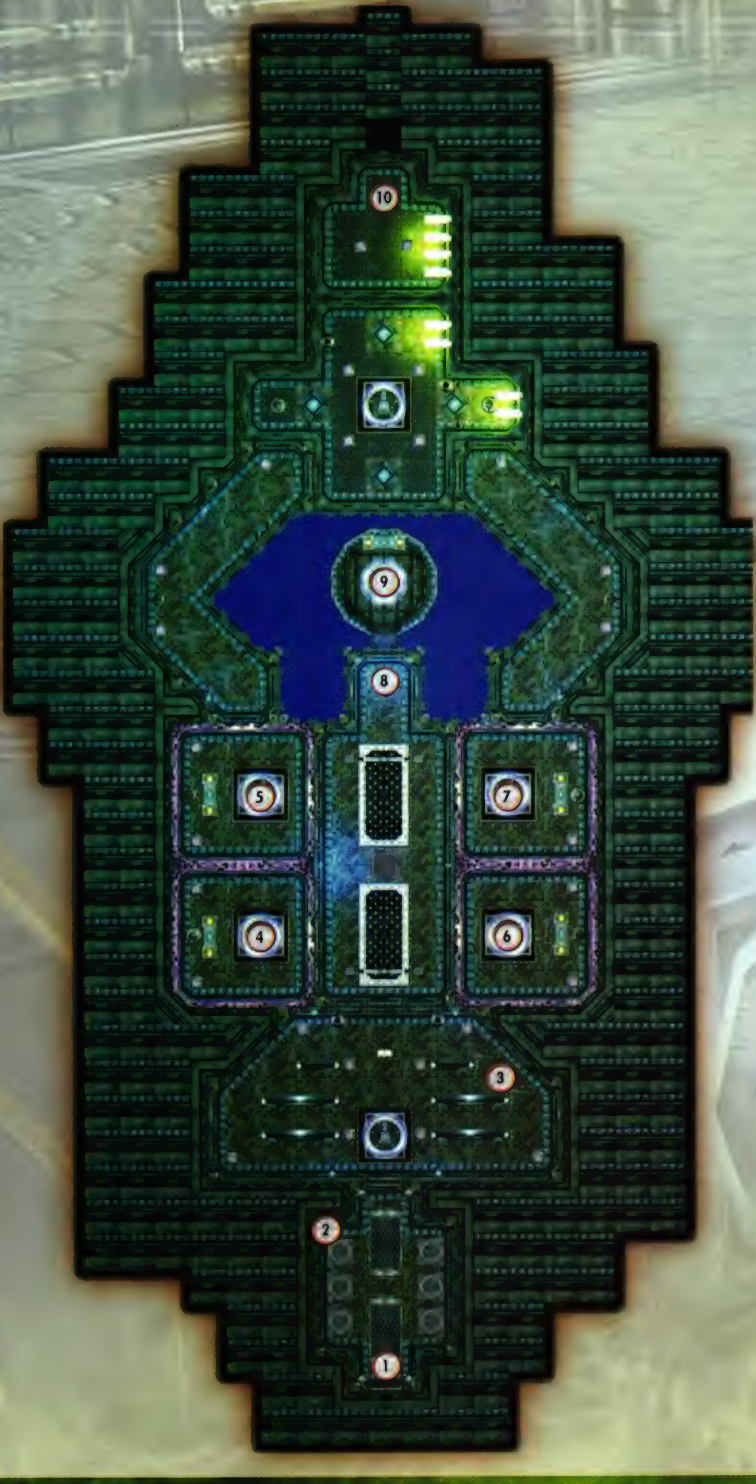


MADRI ANTECHAMBER

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Blackcoat	30	Leader, knockback
Hell Hound	30	Knockback, causes slow
Madri Priest	30	Knockdown

The Madri Antechamber is the most important, connecting area of the greater temple, and your team is likely to return here several times. For now, the only connecting area to it is the Hall of Knowledge, but portals will one day give you access to a number of the temple's areas from this starting point.



MAP LEGEND

1	Exit to Weapon X Facility
2	Homing Beacon
3	Danger Room Disc
4	Altar of Rage
5	Altar of Soul
6	Altar of Body
7	Altar of Heart
8	Mind Chamber Door
9	Mind Chamber/Portal to Monastic Citadel
10	Entrance to Hall of Knowledge

RIGHT OFF THE BAT

A Danger Room Disc (Destroy 304) is on the right side of the first room in the temple. After the Madri Priest and his Hell Hounds have fallen unconscious, search for this treat.

None of the fighting in the Antechamber are very large, but they give you a fine opportunity to learn about the temple's common defenders. Much like the Infinites, these Priests are able to hamper characters considerably if you give them the time to do it. Be aggressive against these targets, and follow up with the Hell Hounds after their masters are gone.

Explore the Altar Rooms if you wish, along the sides of the main corridor, but there isn't anything to do in them yet. Your objective from these is to find four sacred items to place on the altars. This opens the door to the Mind Chamber, at the northern end of the passage.

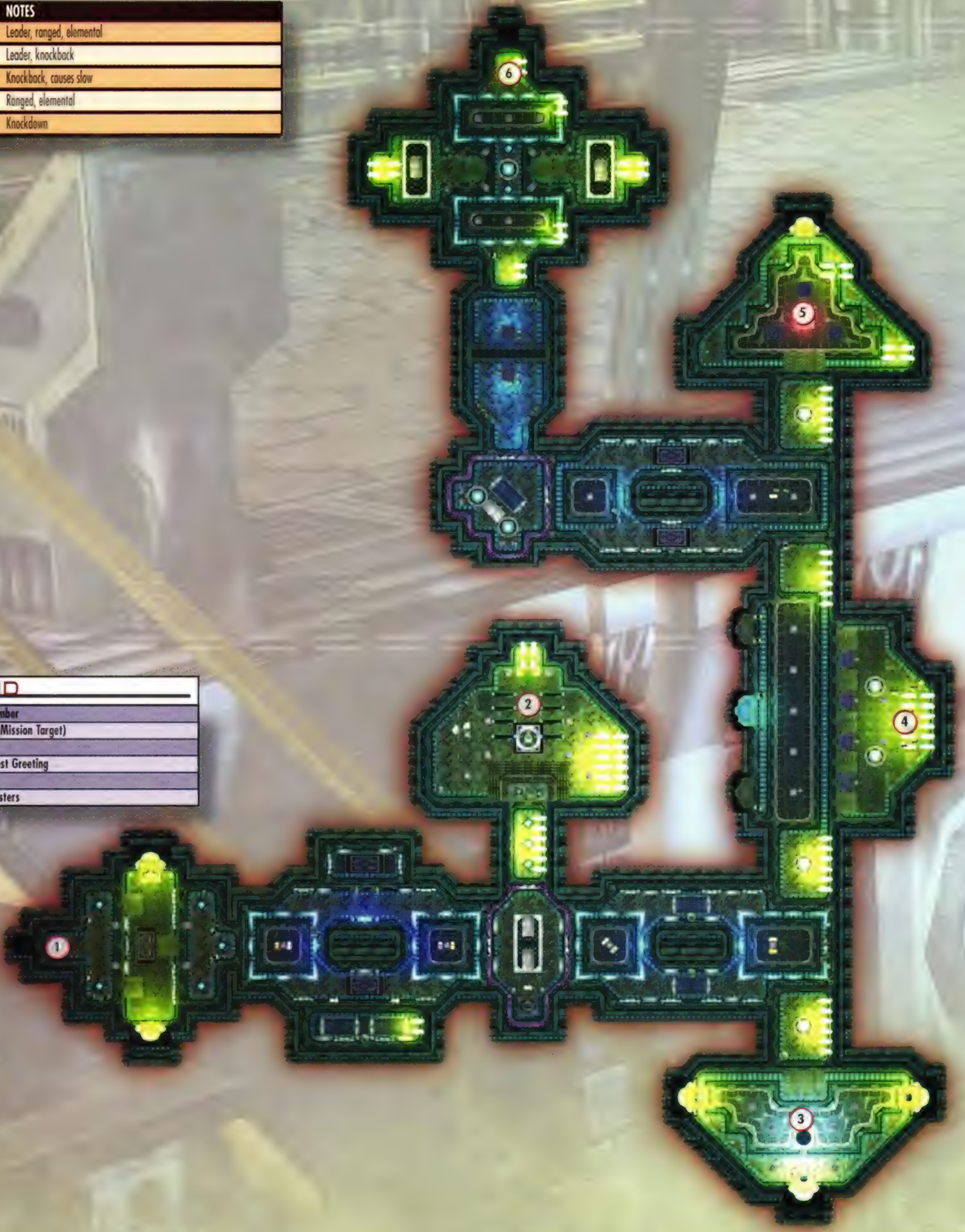
MADRI PRIEST (30)

Two branches lead away from the central corridor. Take either of them (they soon reconnect), and fight toward the far north, where your team can enter the Hall of Knowledge.

HALL OF KNOWLEDGE

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Archbishop	30	Leader, ranged, elemental
Blackcoat	30	Leader, knockback
Hell Hound	30	Knockback, causes slow
Madri High Priest	30	Ranged, elemental
Madri Priest	30	Knockdown



MAP LEGEND

1	Exit to Madri Antechamber
2	Consumption Artifact (Mission Target)
3	Xtraction Point
4	Comic Book, Emma Frost Greeting
5	Tech Station of Body
6	Entrance to Madri Cloisters

The Hall of Knowledge looks a bit intimidating at first, but the hallways are linear, and the rooms have more than enough treasure and fun to keep the action rolling. *Very* early in the level is a northern room with the **Consumption Artifact**. Not only does this room get a marker on your map when you arrive in the Hall of Knowledge, but a portal back to the Antechamber opens as soon as you take the artifact. You don't need to use this item now. There's no point in placing the artifacts until you've taken all four of them.

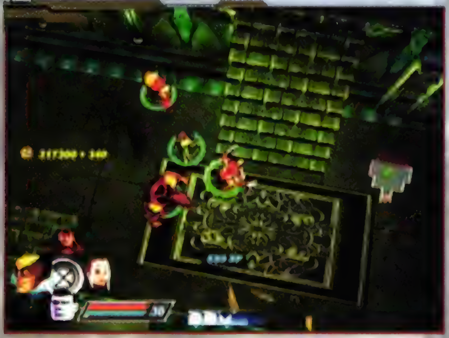
Take the primary hallway east after getting the Consumption Artifact, and then go to the room south of the end of the hall. There's an Xtraction Point there. Turn around after activating it, and then walk north, up the next section of the corridor. Emma Frost soon joins your team to explain some of what's going on in the temple. She stays to help with the fighting in the rest of the area.

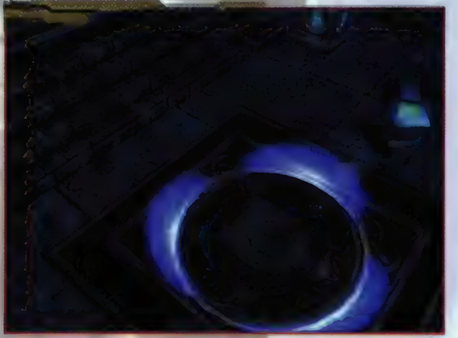
EMMA'S COMIC

Perhaps Emma dropped a Comic Book when she saw your team approaching, because there's one to the side of the altar where you meet her. This room is just east of the main hallway, in the center of the area.

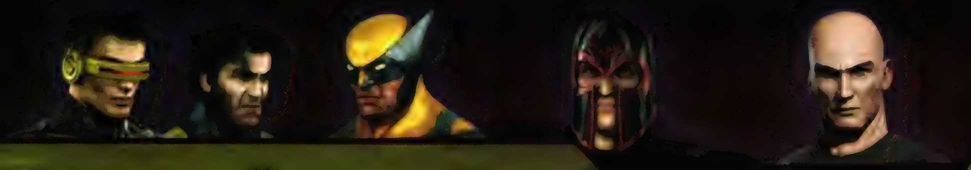
Talking to Emma also opens a door at the end of the hallway north, which enters into a chamber with quite a few Priests and a Tech Station of Body!

Take the hallway all the way to the end. Many Hell Hounds and Priests block the way. It wouldn't be a waste to use an Xtreme Point here, especially with all the destruction of containers. (This is good for restoring shards of Xtreme Points.)





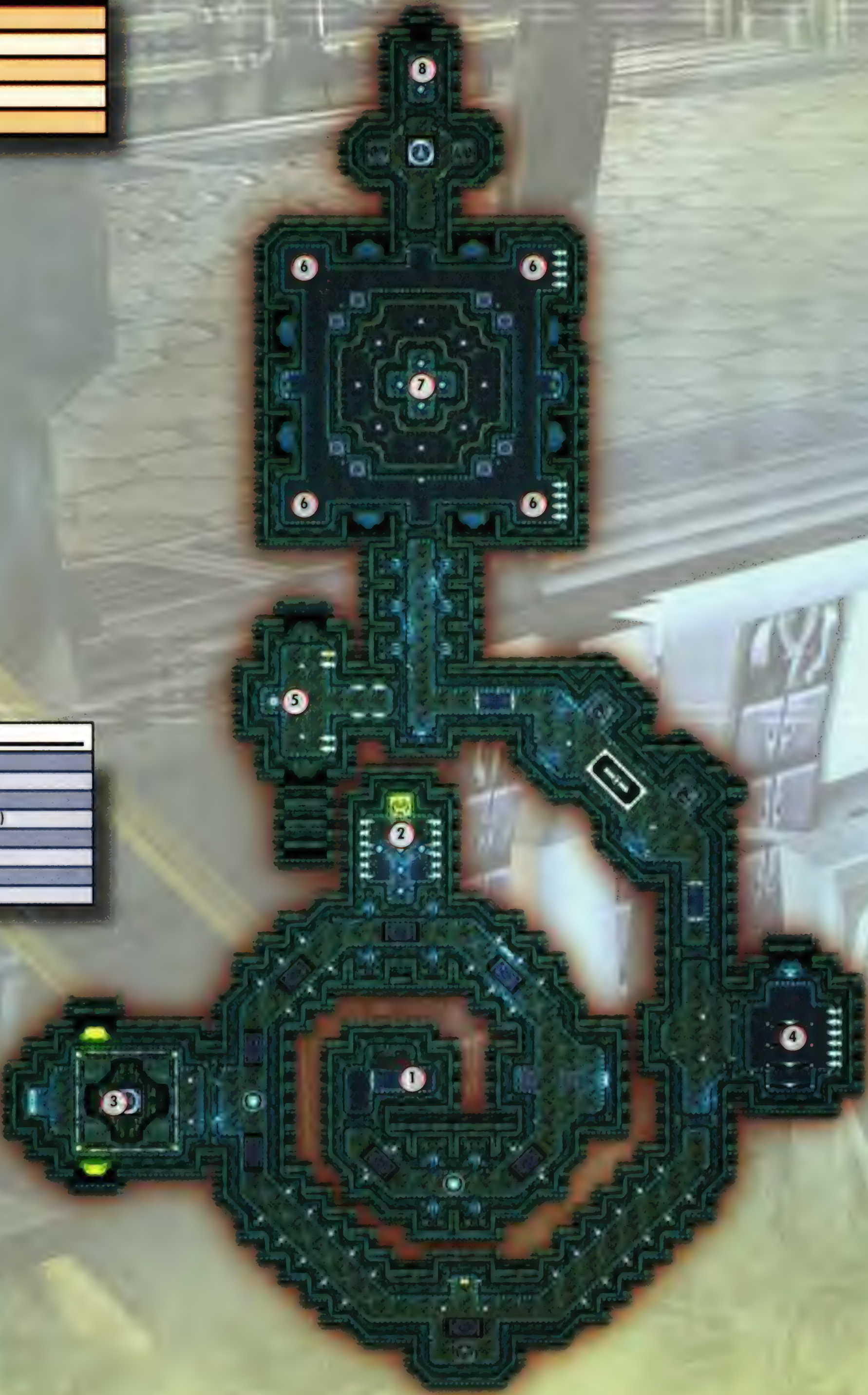
The entrance to the Madri Cloisters is at the northwest end of the region. Take this as soon as your team has finished looting the final chamber, with its many containers and goodies.



MADRI CLOISTERS

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Archbishop	30	Leader, ranged, elemental
Blackcoat	31	Leader, knockdown
Infidel	31	Melee
Madri Cleric	31	Knockdown
Madri High Priest	30	Ranged, elemental



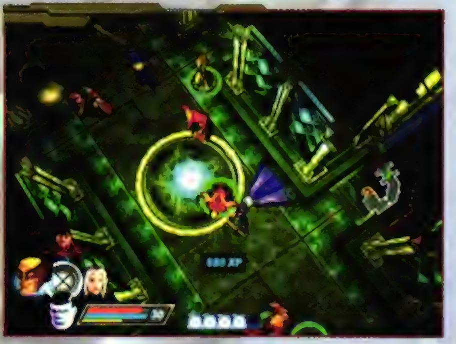
MAP LEGEND

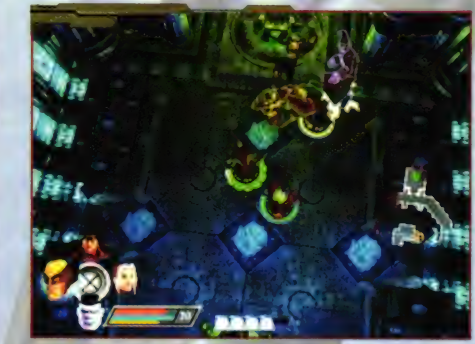
1	Exit to Hall of Knowledge
2	Major Battle Against Leaders and Their Minions
3	Rage Artifact (Mission Target)
4	Danger Room Disc, Offering Altar (Mission Target)
5	Weapons Cache, Tech Station of Focus
6	Offering Altars
7	Psionic Altar (Mission Target)
8	Entrance to Madri Conclave

The Madri Cloisters cover quite a wide area, and the battles that are about to occur within its walls will be legendary. It's not that they're going to be too difficult. Rather, the enemy is about to throw enormous numbers at your team. This equates to a pile of free items, extensive experience, and a very good time!

The only real hallway in the Cloisters is a winding one that circles around the staring point, meeting with the occasional room. Priests are everywhere, and they have quite a few leaders to guide them into battle. The first room you reach is almost a barracks, considering the sheer volume of enemies that try to defend it. The second room is far more important, because it contains the Rage Artifact that you need. To open the door to that sealed room, continue down the hallway and use the Offering Altar on the eastern side of the map. (Fly back and collect the **Rage Artifact**, but we wary of several extra enemies that spawn at this time.)

The northern area is a place of prayer and worship, although not for anything warm and fuzzy. Use all four of the room's altars to unlock the treasure room, and then destroy the **Psionic Altar** at the center of the chamber. This opens the door on the north side of the room, giving the team access to the Madri Conclave.



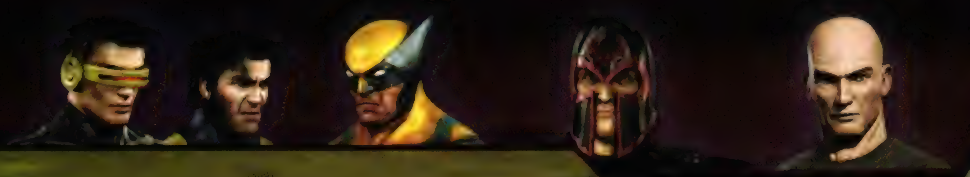


Once the Psionic Altar splits apart, quite a few Madri Clerics come to investigate. Fight them all off while moving your team into the northern hallway. It's easier to fight when the enemies can only come at you from one side. Stay as long as you like, but nothing else needs to be done in this area once you've used the Tech Station and collected all of your treasure.

HURRAY FOR THE SCARLET WITCH

In the small, eastern room down the hallway is a Danger Room Disc for the Scarlet Witch. There are *many* Priests in this room, and almost all of them attack at once. A carefully placed Xtreme Attack knocks everything out of your way. Look on the right side of the room to collect your reward.

A room at the western end of the hallway has a Weapons Cache and a Tech Station of Focus. Much like the Rage Artifact room, this door is sealed. Use all four Offering Altars in the northern part of the map to gain access to this treasure room.



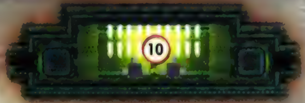
MADRI CONCLAVE

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Archbishop	30	Leader, ranged, elemental
Feral Hound	31	Knockback, causes slow
Heretic	32	Melee
Madri Vicar	31	Ranged, elemental

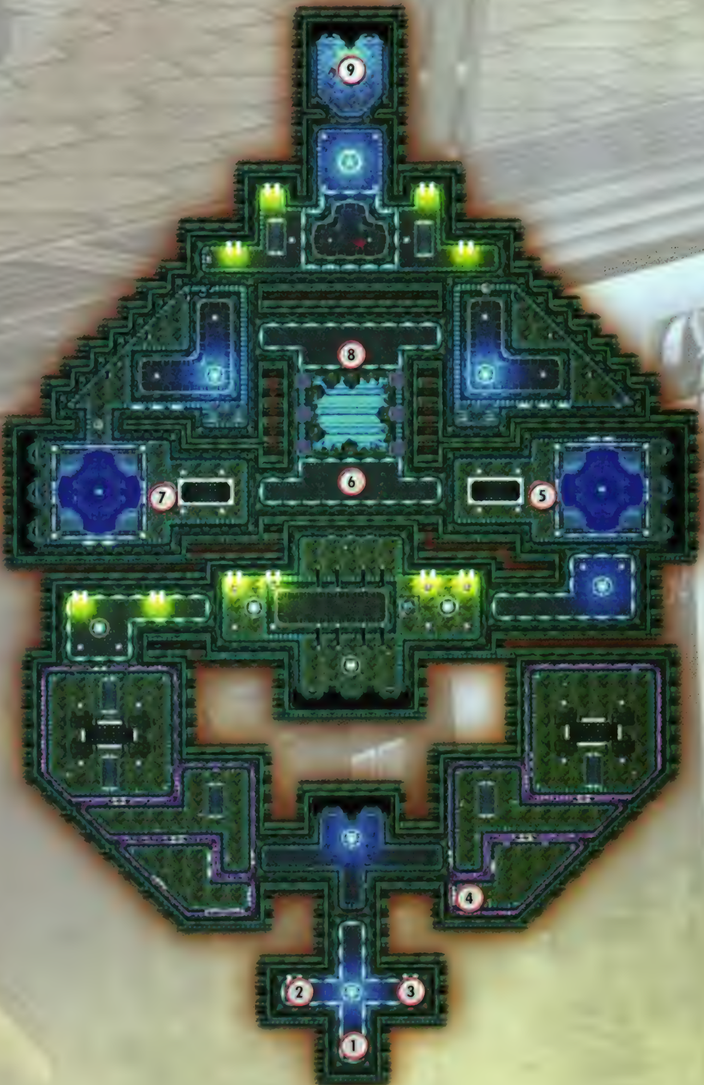
MAP LEGEND

1	Exit to Madri Cloisters
2	Entrance to Divine Sanctuary
3	Entrance to Meditation Chamber
4	Data Disc
5	Book of Questions
6	Xtraction Point
7	Book of Answers
8	Book of Reflections
9	Mind Artifact (Mission Target)
10	Downstairs Library Area, Weapons Cache



The entrance area to this map is a bit confusing, because you have many options in the initial moments. There are passages leading off to the Divine Sanctuary and the Meditation Chamber. Or, your team can continue into the deeper parts of the Madri Conclave, which is one of the larger areas in the temple.

The side passages lead to areas with the remaining two Artifacts. The main corridor takes you through many battles and up to the Mind Artifact, which you'll need before long. It doesn't matter what you do first, because all of these places need to be explored. For now, take the team forward and complete the Conclave. Walk straight down the hallway, and then turn right at the end of the passage.



MORE DATA

The small room in the southeast has a Data Disc that's very easy to spot even before you reach the chamber. It's your choice whether to break through the passage wall to reach this Disc or to go through the door at the end of the hall and double back.

After clearing the eastern area and getting the Data Disc there, retreat and move west into a similar section of rooms. Only stop to fight once your team collects a number of enemies. Otherwise, it takes way too long to get through the Conclave.

Everything stays linear for quite some time. You're forced to move west, a bit north, all the way to the east, and then a bit north. Luckily, there's a reward once you start to move west again. The team comes upon three books in the Conclave: the Book of Questions, the Book of Answers, and the Book of Reflections. Although they're not critical, they reveal much and hint at even more.

Between the first two books is an Xtraction Point. Your team has probably gained a level or so since your last game save, so it's worth stopping for a moment here.

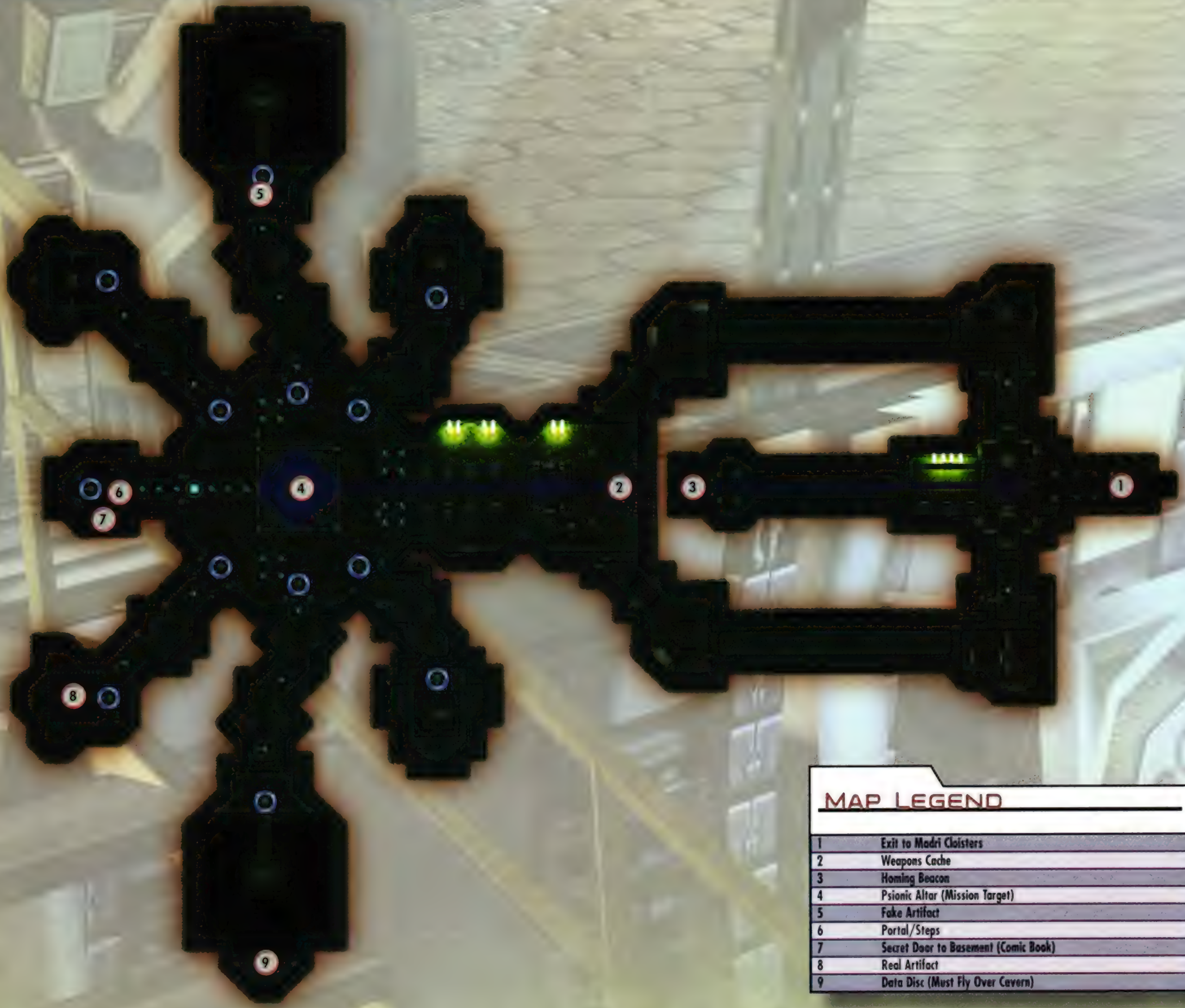
At the northern tip of the map is the **Mind Artifact**, and it doesn't have any especially nasty guardians. As usual, a portal opens after the item is taken, but this time there's also a doorway that opens in two portions of the wall. This reveals a staircase down into a small library. One end of the library is accessed on the wall west from where the portal opens. A Weapons Cache and a few enemies are down there, but the real trick is that the other end of the library comes up at the entrance of the Conclave! This is great for getting you to the Divine Sanctuary without loading other maps in-between.

Feral Hound (31)
31

DIVINE SANCTUARY

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Archbishop	30	Leader, ranged, elemental
Cursed	31	Ranged, elemental
Hell Hounds	31	Knockback, causes slow
Madri Vicar	31	Ranged
Savage Hound	31	Leader, knockback, causes slow



MAP LEGEND

1	Exit to Madri Cloisters
2	Weapons Cache
3	Homing Beacon
4	Psionic Altar (Mission Target)
5	Fake Artifact
6	Portal/Steps
7	Secret Door to Basement (Comic Book)
8	Real Artifact
9	Data Disc (Must Fly Over Cavern)

The upper part of the Divine Sanctuary has a few enemies, but nothing important to collect. Choose either side from the main corridor, and move toward the hallways that descend all the way to the Altar portion of the map.

A CRAFTY LOCATION FOR A HOMING BEACON

The eastern side of that massive Altar room has a subchamber with a Weapons Cache, and a cubbyhole hidden on the eastern wall is used to reach Homing Beacon number four. Use Flight to reach the ledge on the higher portion of the cubbyhole.

The Soul Artifact is hidden in one of the spokes that surround the Psionic Altar here. Search all of them, starting with the one in the northwest and going counterclockwise until you find the real **Soul Artifact**. As soon as you interact with each potential Soul Artifact, retreat and jump away to avoid being hurt by the traps that are activated whenever a false item is taken. Once you have the real Artifact, the gateway on the north side of the Altar opens. You can take a portal back to the Antechamber or a set of stairs going down into the basement.

A SKETCH BOOK

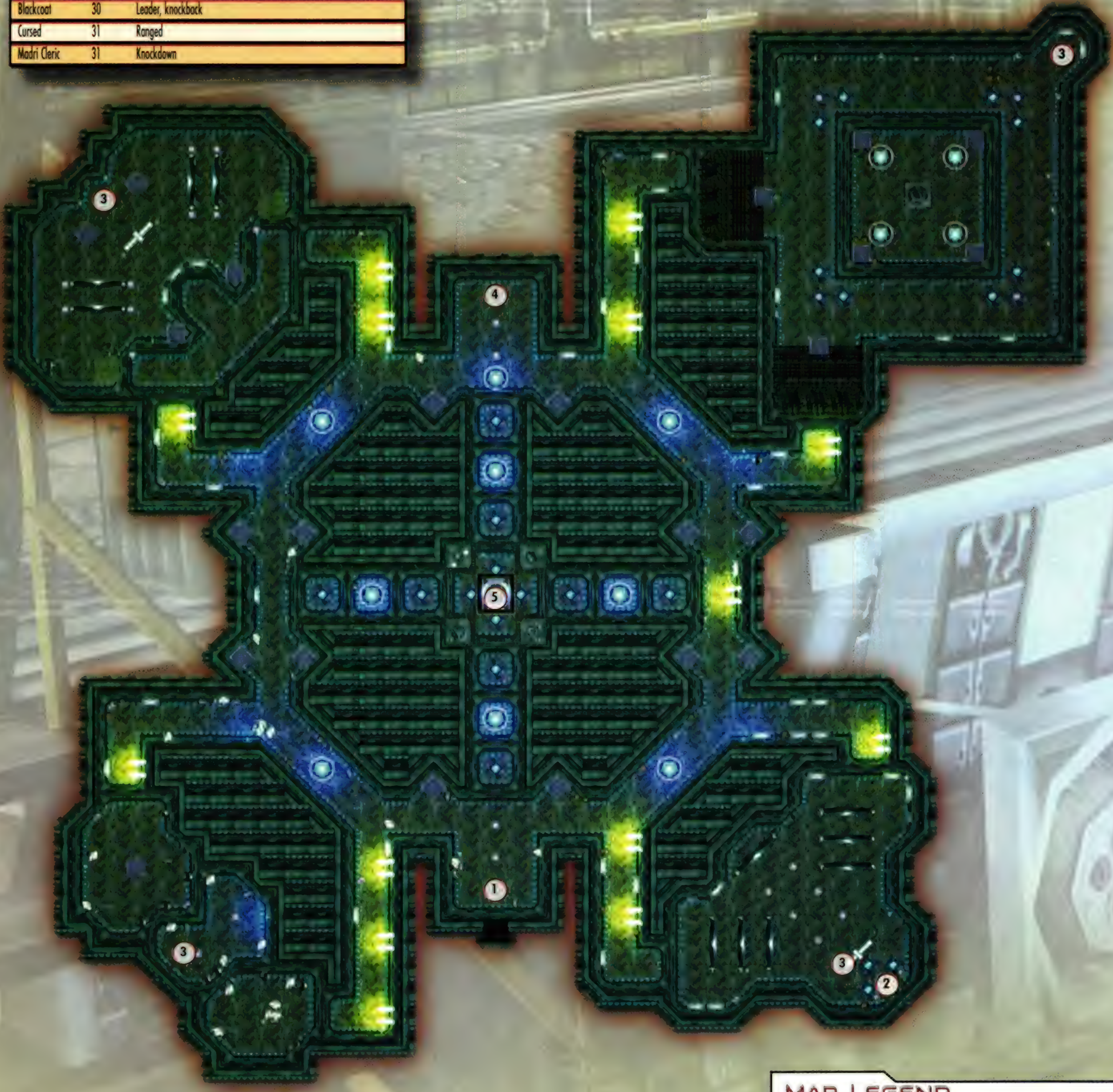
There isn't much in the basement area, but there's a Sketch Book in one of the two small rooms along the corridor. As with the library under the Conclave, the basement takes your team quickly back to this map's entrance.

Return to the Conclave and take the entrance to the Meditation Chamber.

MEDITATION CHAMBER

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Blackcoat	30	Leader, knockback
Cursed	31	Ranged
Madri Cleric	31	Knockdown



MAP LEGEND

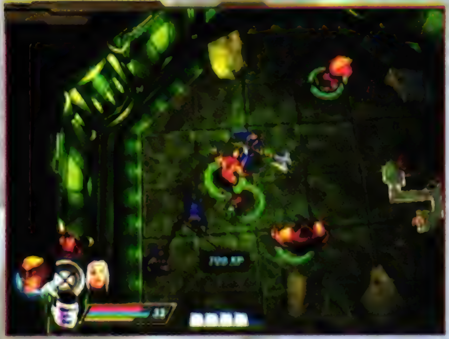
1	Exit to Madri Conclave
2	Psionic Altar (Mission Target)
3	Gate Switches (Mission Target)
4	Danger Room Disc
5	Heart Artifact (Mission Target)

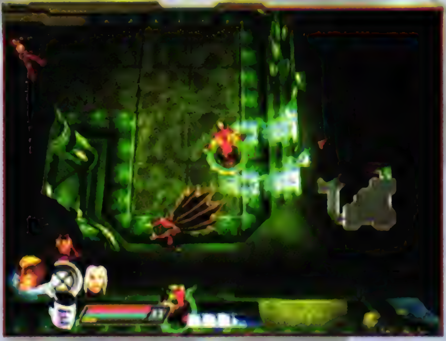
The upper part of the Divine Sanctuary has a few enemies, but nothing important to collect. Choose either side from the main corridor, and move toward the hallways that descend all the way to the Altar portion of the map.

AN IMPORTANT DISC FOR THE DANGER ROOM

The Disc for Qualifying Exam 300 is located in this map, at the center of the northern side. There isn't even a room to hide this item, so it's going to be hard to miss.

Travel to the center of the map when all of the Switches have been pulled, and take the **Heart Artifact** from its Altar. As before, a portal appears that takes your team back to the Antechamber.



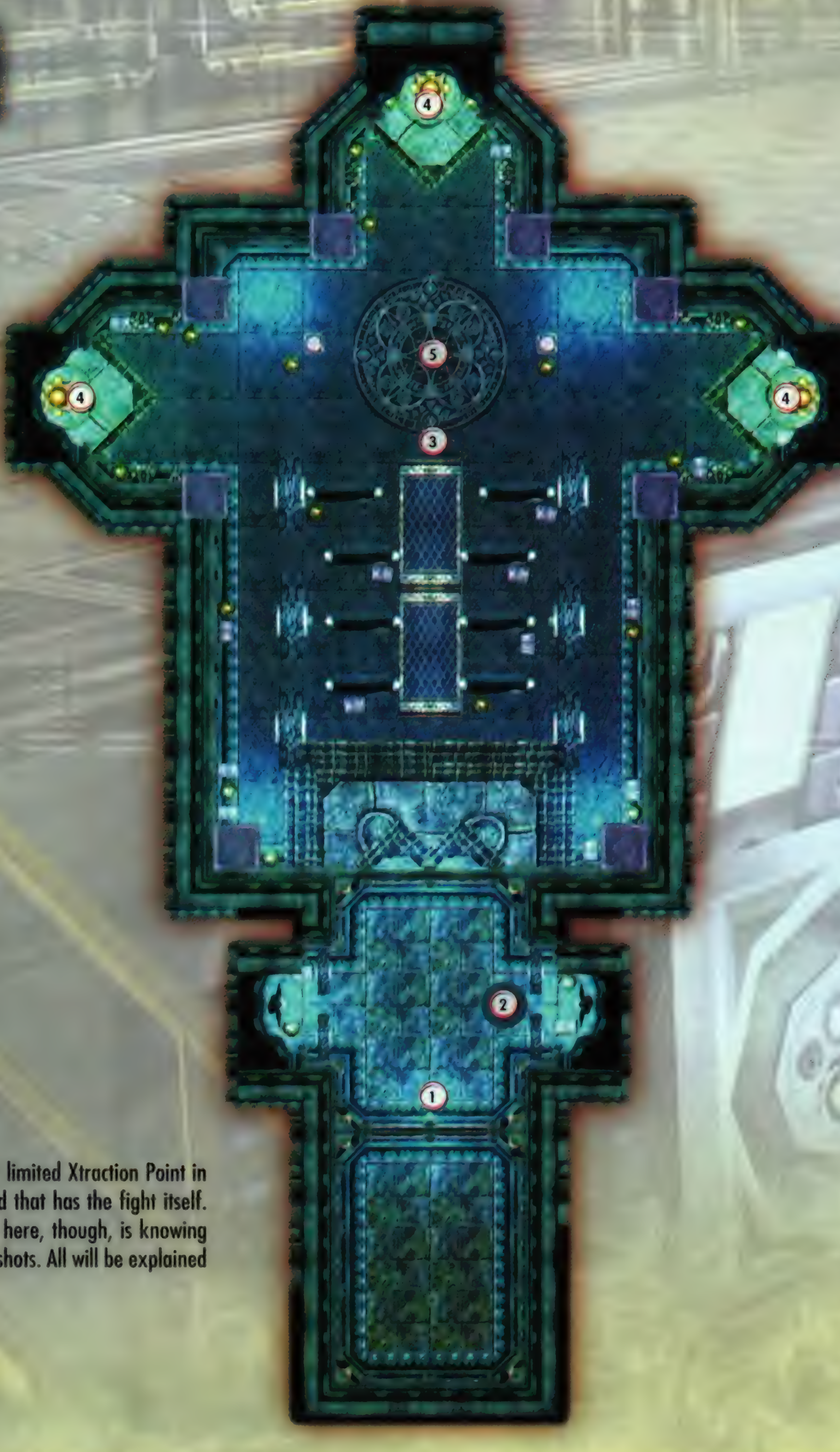


Your team now has the four Artifacts that are needed to enter the Mind Chamber, and the Mind Artifact to place on the Altar there. All of this needs to be done in the Madri Antechamber. Take the portal back to that area and place the items on their respective Altars. This opens a special portal to the Monastic Citadel, where an epic battle will soon be fought. Take a Blink portal back to the Weapon X Facility if you have anything that needs to be done ahead of time, because there are no full Xtraction Points or portals allowed in the Monastic Citadel.

MONASTIC CITADEL

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Heretic	32	Melee
Holocaust	35	Invincible (with help of cuckoos), fire damage, slow-moving
Stepford Cuckoo	30	Area-of-effect knockdown, mental resistance



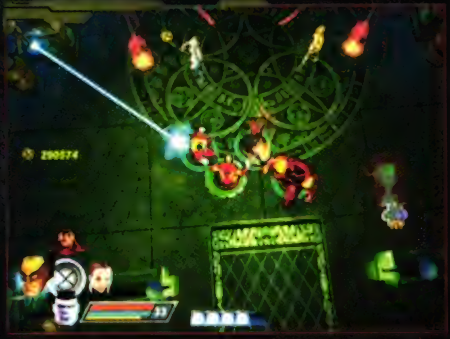
MAP LEGEND

1	Exit to Madri Antechamber
2	Limited Xtraction Point
3	Stepford Cuckoos
4	Holocaust Altars
5	Portal Back to Weapon X Facility

There isn't a long lead-in for this boss fight. The first room has a limited Xtraction Point in case you need to switch your team, and the temple area beyond that has the fight itself. Choose a team that has staying power. The real key to winning here, though, is knowing how to react quickly to keep your enemies from getting any free shots. All will be explained shortly.

A NEST OF STEPFORDS

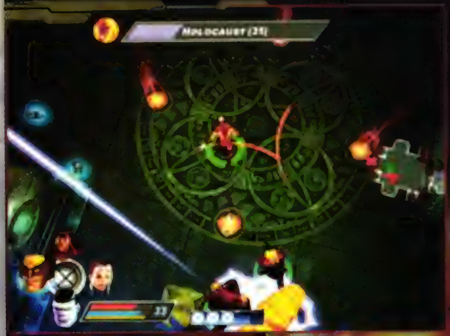
Nothing that comes at you during this battle is very powerful by itself, but your team is faced with a bit of a problem. The first issue is the appearance of the Stepford Cuckoos. They're hard to take down because they come in waves.



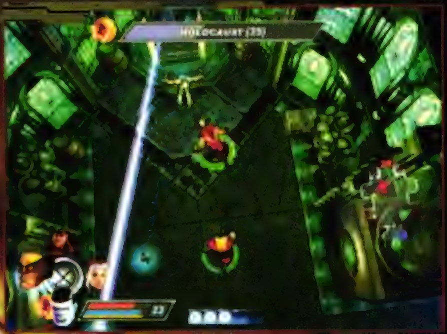
Only attack the "solid" Stepford Cuckoos if you can help it. The transparent ones are fakes and killing them doesn't help at all. Once you defeat a "solid" Cuckoo, another wave is thrown at your team.

Use characters with melee damage. The Cuckoos can use an area-of-effect Knockdown attack with a moment of concentration, but they don't rely on it often. It's much harder to deal the damage you need at range, and that's doubly true if you have anyone with Mental damage on the team. Melee is certainly a weak point for the Cuckoos.

Also, you should use at least two of your Xtreme Points early in the fight. The latter part of the encounter is based more on understanding the enemy's tricks than overpowering them, so you won't need those Xtreme Points very much.

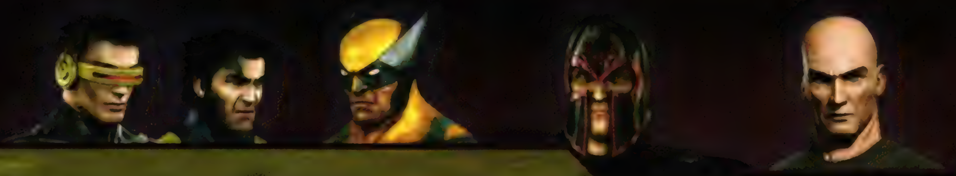


After beating up a few waves of Cuckoos, Holocaust joins the fray. He's slow to get wherever he's going, but he soon becomes Invincible. After you've inflicted a certain amount of damage, one of the Stepfords rushes off to a side Altar and uses it to stop all damage against Holocaust. This Cuckoo's position appears on the map, so it isn't hard to find her location. However, focus all your power on the altar and ignore the Cuckoo. This exposes Holocaust and allows your team to continue the attack.



Shortly, the next Cuckoo tries the same method to protect Holocaust. Repeat your counterattack, and then finish off the third Cuckoo in the same way. This leaves Holocaust without any hope of victory. Unleash your remaining Xtreme Points, and watch the flames die out.

Return to the Weapon X Facility and book a flight to New York City! The X-Men are needed there.



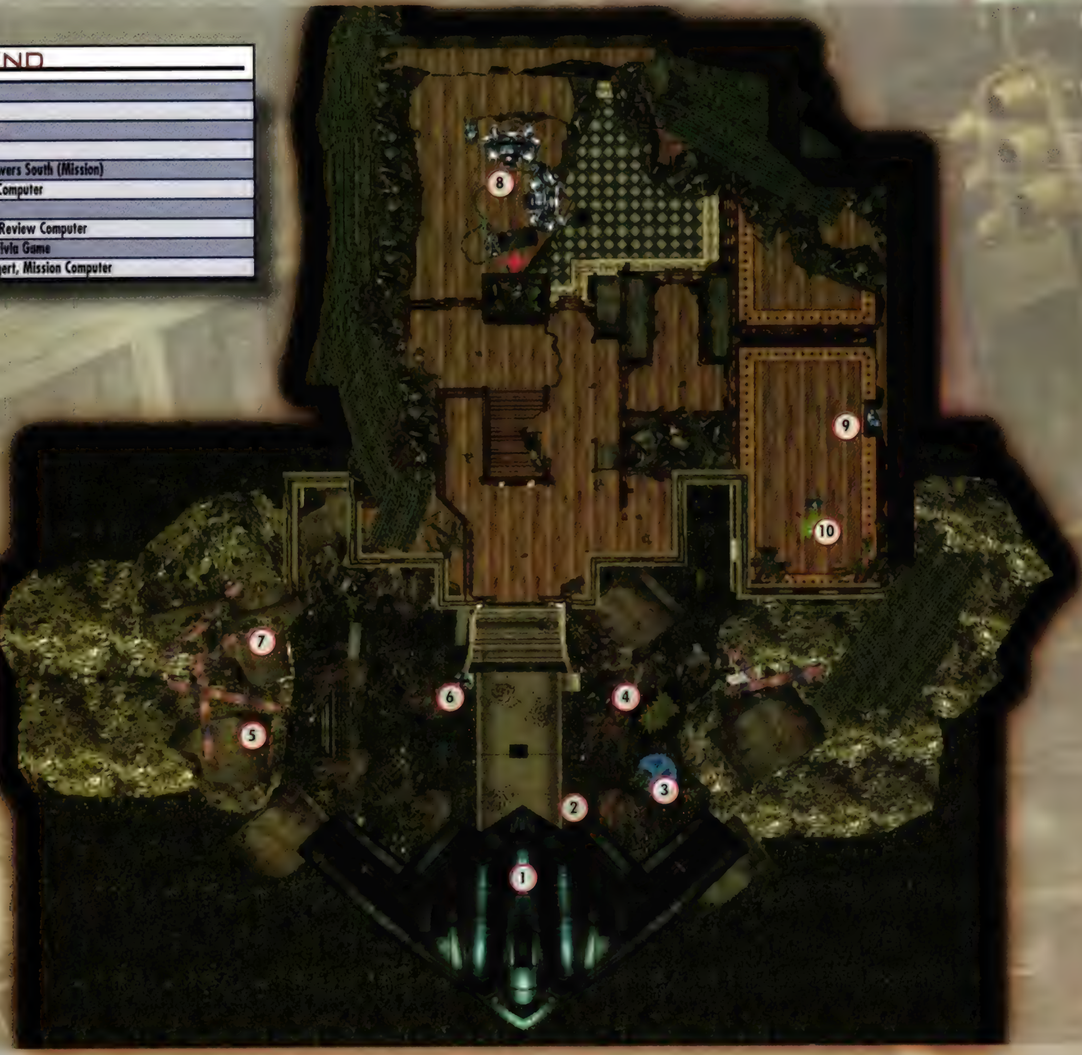
ACT IV: NEW YORK CITY

Now that Apocalypse's bases of troops and raw power have been removed, the mutants can liberate the city and stop Apocalypse from getting what he needs. Although the X-Mansion has seen better days, it'll have to do for now.

X-MANSION

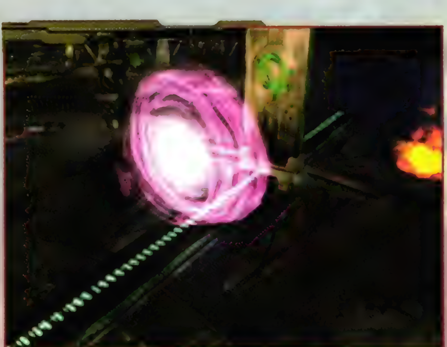
MAP LEGEND

1	X-Jet
2	Havok
3	Xtraction Point
4	Hero Stash
5	Entrance to Sewers South (Mission)
6	Danger Room Computer
7	Kitty Pryde
8	Forge (Store), Review Computer
9	Professor X, Trivia Game
10	Moira MacTaggert, Mission Computer



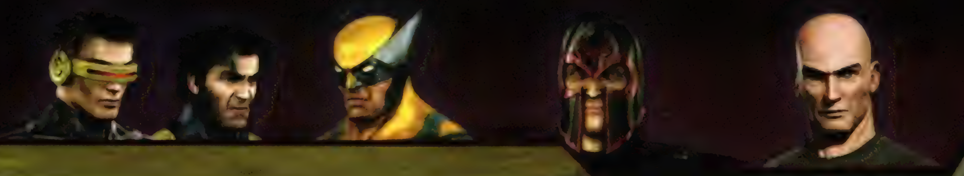
Listen to the Professor, and then get to know the mansion's layout. Things aren't all in their old places and whatnot, so the X-Men might need to settle into their old haunts all over again.

Talk to Havok and Moira to start two major objectives for this Act. Moira is in the room with Professor X, on his left. Havok is out by the X-Jet, and his duties are *far* easier to complete than Moira's. For this reason, it's often better to deal with the Perimeter Platforms for Havok before tackling the New York City and Sewer areas. Take the X-Jet to the Perimeter Platforms when the team is ready to go!



FAST FLIERS AND ROUGH MELEE

The Perimeter Platforms mission won't let you reconfigure your team. You might want to know now that Mental-damage characters will have a hard time out there, and that it's wickedly fun to have a flying character for a few of the tasks ahead. Beyond that, melee characters are preferable because of the time constraints and the need to protect a non-player character at two points in the mission.



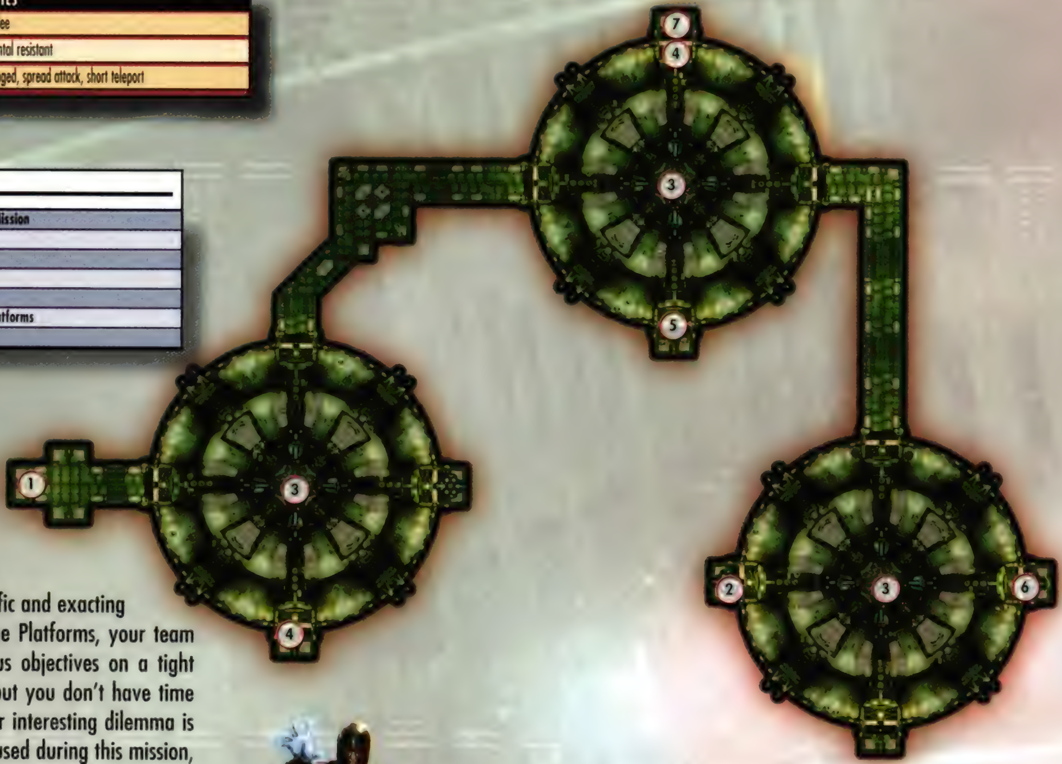
MAIN GUN PLATFORMS

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Assault Raider	34	Melee
Sentinel	34	Mental resistant
Sinister Operative	34	Ranged, spread attack, short teleport

MAP LEGEND

1	Starting Point for Platform Mission
2	Homing Beacon
3	Generators (Mission Target)
4	Stash of Energy Packs
5	Weapons Cache
6	Teleporter to Radar Array Platforms
7	Danger Room Disc



This is one of the more specific and exacting portions of the game. On the Platforms, your team is forced to complete various objectives on a tight deadline. It's quite doable, but you don't have time to be overly curious. Another interesting dilemma is that Blink's portals can't be used during this mission, adding another level of excitement.

There are three Generators on the initial platforms. Destroy the first **Generator** within one minute. Look on your map to see where to go, and then use any combat skill to bring down the Generator.

One of the more troublesome aspects of the platforms is that they have turrets to disable attackers. These turrets are fairly rapid and knock down anyone within range. It takes several seconds to recover. Stay away from the blue turrets while fighting, and pass them quickly and with the proper timing.

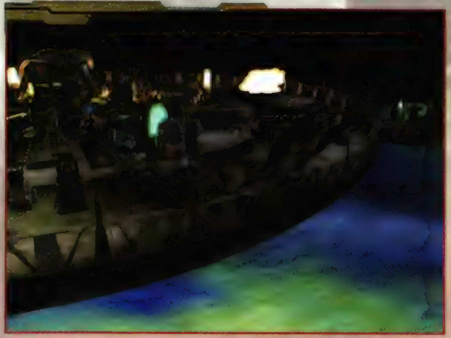
As the team tries to cross the northern bridge onto the second platform, a Sentinel lands. Although you were supposed to be working *with* the Sentinels for once, it's not to be. The Sentinel is an enemy, and your team needs to destroy it. Bring all your firepower to bear on it, and spare no mercy for any future Sentinels.

The second platform has another **Generator** to destroy, and this increases the amount of time that you have to work with (which is well beyond what you need at this point). If you want, look on the northern and southern tips of the platform for Energy Packs and a Weapons Cache.

Proceed to the final platform in this area and attack its **Generator**. The Teleporter on the right side has been set so no one can use it, but its computer is now operating in an emergency mode because of the loss of the Generators. Use the computer to turn on the Teleporter, and prepare to take down the Radar Array Platforms.

AN EASY START

The first Homing Beacon in Act IV is about five feet from where the Platform missions end. It's opposite the teleport pad leading to the next area.



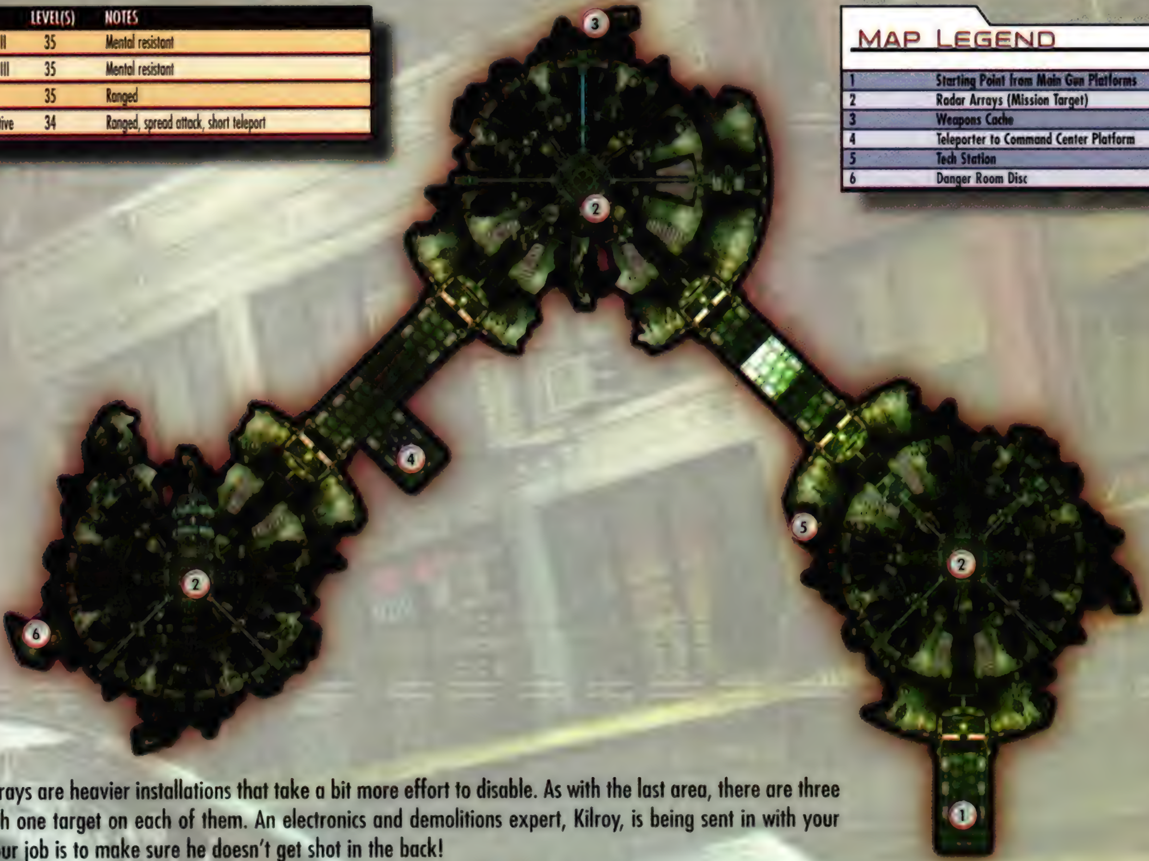
RADAR ARRAY PLATFORMS

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Sentinel Mark II	35	Mental resistant
Sentinel Mark III	35	Mental resistant
Leviathan	35	Ranged
Sinister Operative	34	Ranged, spread attack, short teleport

MAP LEGEND

1	Starting Point from Main Gun Platforms
2	Radar Arrays (Mission Target)
3	Weapons Cache
4	Teleporter to Command Center Platform
5	Tech Station
6	Danger Room Disc



The Radar Arrays are heavier installations that take a bit more effort to disable. As with the last area, there are three platforms with one target on each of them. An electronics and demolitions expert, Kilroy, is being sent in with your team, and your job is to make sure he doesn't get shot in the back!

Kilroy needs only one minute to bring down the first **Radar Array**. Sentinels and some Sinister Operatives try to prevent this, but an active team can keep them from getting too close to Kilroy. It only takes a couple of shots from a Sentinel to badly wound your buddy, so it's better to burn extra Energy Packs than to use slower combos and hope that everything gets done in time.

Don't tarry in the area after the Array goes offline. Kilroy can still get beaten up during transit, and you still need him. Move northwest to the second platform, and give Kilroy 1.5 minutes to work his magic a second time. The **Radar Array** has no chance as long as you continue to act as defenders. Some of the incoming groups of enemies can bring three or even four Sentinels at the same time. You might want to use an Xtreme Point when that happens.

Take the Weapons Cache from the north end of that platform, and then move southwest to the final Radar Array. Bad fortune disrupts some of your efforts on the way, as four Leviathans teleport onto the catwalk with your team. Defeat them, and then step onto the third platform. To destroy the **Radar Array** this time, break the side Console and use the Terminal by the Array itself to lower the shields on a nearby Generator. Then, fly across to the Generator and attack it directly. Race around at top speed to do this, because you only have 20 seconds. Don't even try to fight any enemies who aren't directly blocking your progress.

Return to the Teleporter and activate it. Use the pad to reach the Command Center Platform.

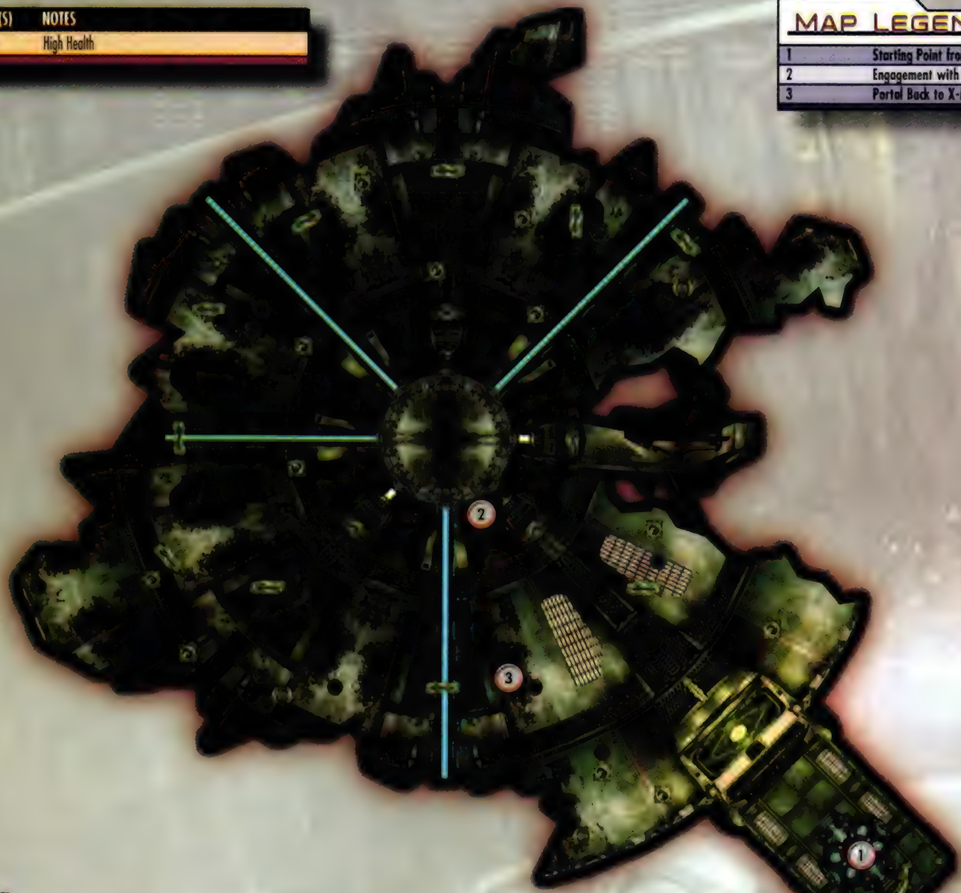
COMMAND CENTER PLATFORM

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Bastion	35	High Health

MAP LEGEND

1	Starting Point from Radar Array Platforms
2	Engagement with Bastion
3	Portal Back to X-Mansion

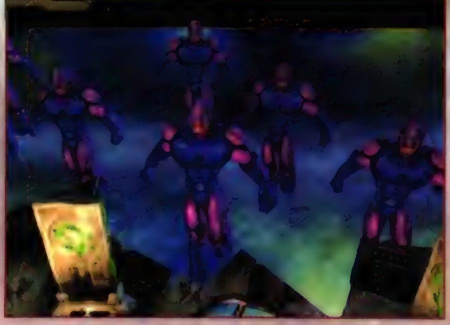


WAS THAT A GREAT IDEA, BASTION?

Leave the Teleporter and step onto the single platform that supports the Command Center. Bastion leaves his post and attacks the whole team by himself. The problem is that Bastion just isn't ready to deal with four mutants at once. Surround him, and use an constant series of combination attacks to use up his impressive Health supply. As long as you don't give him room to maneuver, the fight will be over before it even begins.

Melee teams are ideal for this. However, team configuration isn't something you have a choice about in this mission. If your group consists of ranged characters, try to split up and have everyone stick with their best damage-efficiency skills.

Bastion is alone for the moment, and the team has a great chance to stop his activities and take all the platforms offline. This will give rescue operations in New York a far greater chance of success. One of Bastion's strongest powers is his ability to call down Sentinels and charge them up to detonate over time. After you notice Bastion charging the Sentinels up, run away before they explode.



When Bastion collapses, the last of the platforms lapses into silence as well. A portal opens, and Blink gives you the chance to slip back to the X-Mansion for a brief respite. After that, it's time for some sewer-diving!

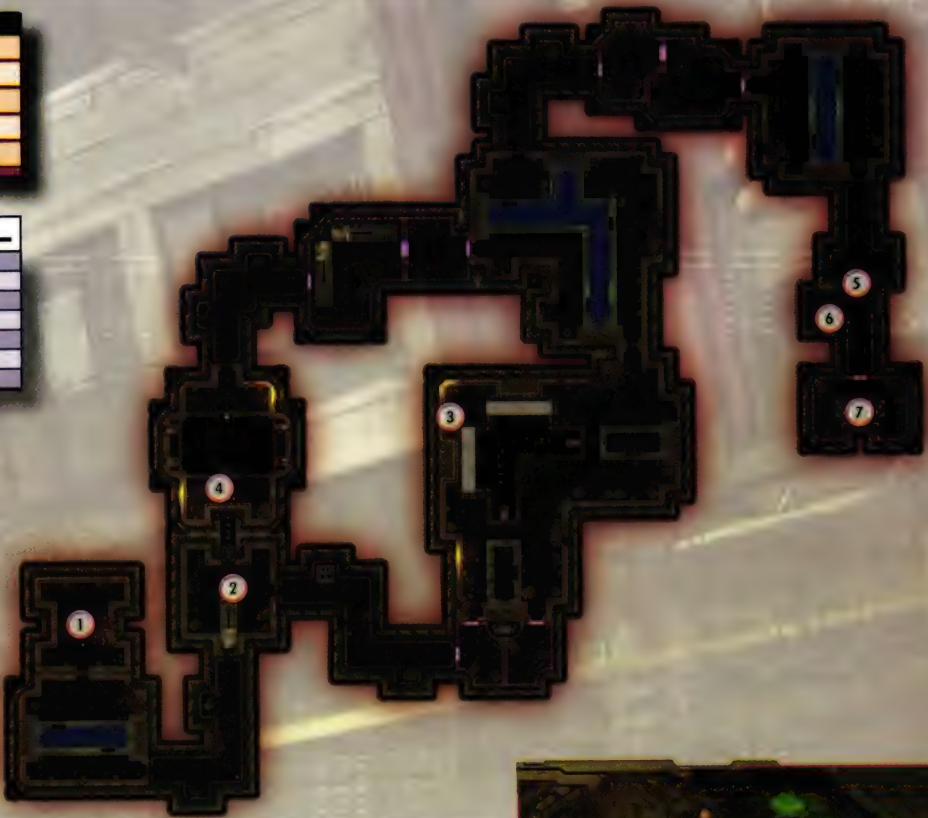
SEWERS SOUTH

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Creeper	36	Leader
Morlock Claw	36	Ranged, stun
Morlock Outsider	36	Leader, knockdown
Morlock Razor	36	Leader, retreats often
Sewer Hunter	36	N/A

MAP LEGEND

1	Exit to X-Mansion
2	Fan, Homing Beacon
3	Danger Room Disc
4	Power Generator for Fan
5	Morlock Ambush
6	Weapons Cache
7	Entrance to New York South Side



The X-Mansion entrance to the Sewers puts the team in the southwest portion of this map. Although the way forward is lined with Sewer Hunters and various Morlocks, the XP is plentiful and none of the fights are too tough. Walk south and then east to reach the main corridor. This path takes the team to a room with a large fan.

HARD-TO-REACH PLACES

Homing Beacon is somewhat hard to get. Be sure to have someone on the team who can manipulate electronics, such as Storm, and then look at the fan. You should see the other side of the wall, where there's a Generator for the fan's power. To get that Beacon, take your team all the way around to the other side of the unit, shut down the Generator, and then collect the Beacon from inside the fan unit. It's a long walk, so take a look at your map ahead of time to see where you are going.

Along the way, take the Danger Room Disc (Challenge-Colossus) from the first major room you reach with open pits.

Move east away from the fan room, and turn north once you reach the bend in the corridor. This large room has deep drops and the stench of sewage, but the treasure here is impressive. Besides the Danger Room Disc here, there are many leaders to defeat. This provides a constant influx of equipment as the team pushes forward through the area.

Walk north, and then take a right to reach the northeastern corner. The group is almost to the end of the Sewers (for the moment), but the Morlocks have prepared a nasty ambush. Once the team is entirely stuck in the hallway leading south toward the exit, the Morlocks close the doors and start filing in. They send a leader with a couple of Sewer Hunters at first, but the rank-and-file types come soon after. Use an Xtreme Point later in the battle, after enough of the Morlocks have clumped together. When the last ones fall, the doors open again. Take the exit to the south.

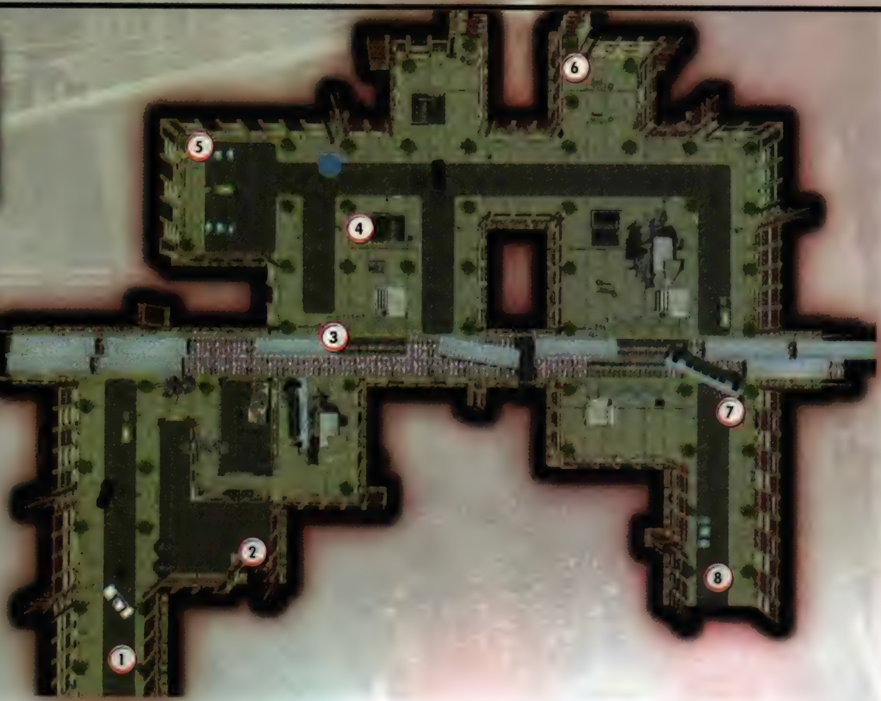
NEW YORK SOUTH SIDE

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Infinite Prometheus	37	Ranged
Optic Crawler	37	Disappearing act
Optic Ghost	37	Disappearing act, leader
Phantasm	37	Ranged
Prometheus Captain	37	Ranged, leader

MAP LEGEND

1	Exit to Sewers South
2	Homing Beacon
3	Shaw
4	Xtraction Point
5	Danger Room Disc
6	Shaw's Techbits (Mission Target)
7	Master Key (Mission Target)
8	Entrance to New York West Side



The South Side doesn't take very long to explore, but there are more than enough enemies to keep your team busy. Many ranged foes and somewhat soft targets are in the streets causing problems, so melee characters get to have some fun. This is more pronounced if you take a ranged character out and put them on Stun duty, especially against the Optics.

Walk up the subway train northeast of the entrance point to get over the pile of debris blocking the main section. While on top of the railway, look around for Shaw, who has been hiding out while observing the enemies in the area. He probably has quite a bit to say, but he isn't going to be terribly generous until he gets some Techbits, his Holodiscs, and the Master Key to Apocalypse's Tower. Shaw agrees to wait back at the mansion while you gather these things.

NOT THE RIGHT DISC

There's a disc in the northwest corner, but it's actually a Danger Room Disc (Challenge-Nightcrawler) instead of the Holodisc that you were hoping to find. Still, it's nice to have another program for your team to train with.

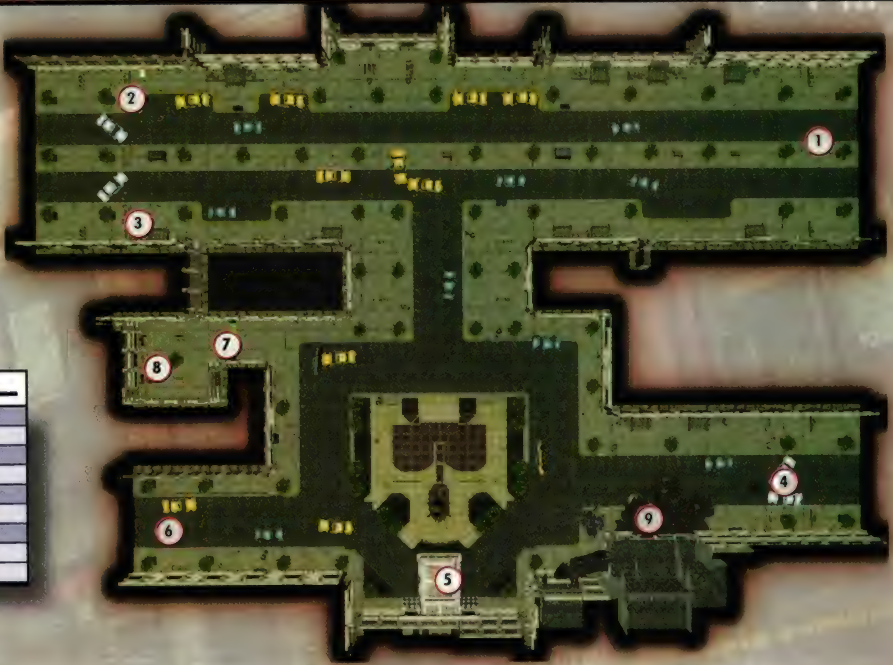
Walk east and look on the northern side of the city. After passing the halfway point of the map, there's a **Cache of Techbits** for the team to snag. (Shaw hid them earlier, and you're planning on giving them back to him, so it's not even stealing.) Then, after flying up to the railway on the east side or moving up to it the slow way, hop to the far side of the map and search for the **Master Key** there. This item is guarded by a number of enemies, but they're spread out just enough to keep things from getting hectic.

Take the nearby entrance to the West Side.

NEW YORK WEST SIDE

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Advanced Infinite	36	Area-of-effect melee
Battle Lord	36	Leader, area-of-effect melee
Brood Spawn	5	Distraction, primarily
Optic Crawler	37	Disappearing act
Optic Ghost	37	Disappearing act, leader
Sinister's Pet	37	Leader
War Brood	37	Ranged, summon Brood spawn



MAP LEGEND

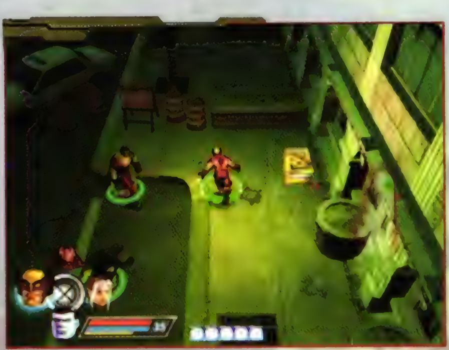
1	Exit to New York South Side
2	Weapons Cache
3	Danger Room Disc
4	Entrance to Sewers West
5	Infinite Uniforms
6	Entrance to New York North Side
7	Force Field and Infinite Area
8	Holodiscs (Mission Target)
9	Tech Station

The West Side is another short section that focuses on intense combat. This time there are more melee enemies, including the dangerous Advanced Infinites. These foes rush into the center of your team and start spinning, hitting anything that they can. The damage is fairly impressive, so it really helps to have a character who can stun them before they reach you. That makes it much easier for a damage character to pick them off before they can start twirling.

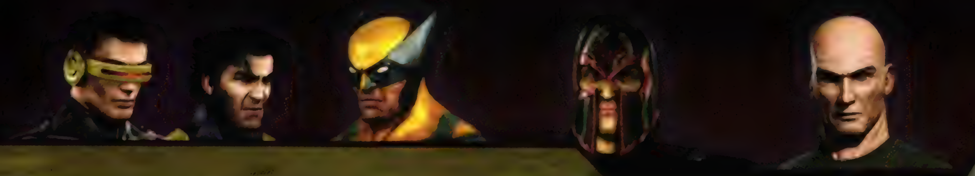
Take the large route south into a small park. Fight off the waves of Infinites and their Battle Lord leaders, and wait for the flood to subside before moving to the enclosure in the center of the southern road. A number of **Uniforms** for the Infinites are there, so take them. Then, walk to the northwest and look for the small alley that's dominated by a green force field. Approach it, and watch as your team dons the Uniforms to fake their way into the Infinites' operating base. Take the **Holodiscs** from the corner, and then fight off the enemies once they realize that no one should be marching in to steal the one item they're supposed to be protecting.

EASY PICKINGS

Your team starts in the northeast. Move west for a free Weapons Cache and a Danger Room Disc from the northwest corner. The disc contains the program for Survival 404.



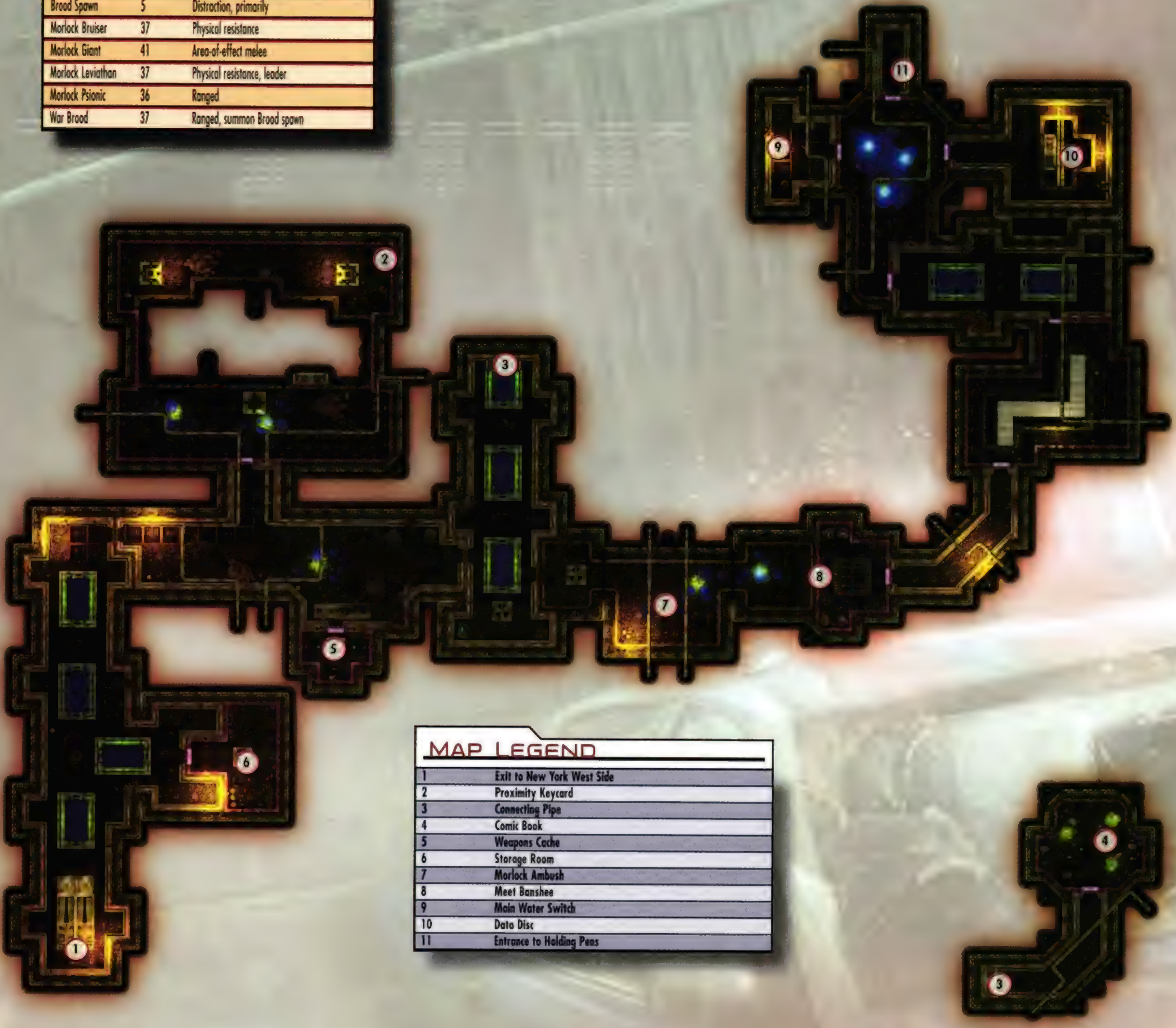
From the southern road, you can reach the North Side or head down into the western part of the Sewers. Use a portal to return to base shortly, sell extra items, and give Shaw all of his requested items. Then return to New York and search Sewers West for now.



SEWERS WEST

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Brood Spawn	5	Distraction, primarily
Morlock Bruiser	37	Physical resistance
Morlock Giant	41	Area-of-effect melee
Morlock Leviathan	37	Physical resistance, leader
Morlock Psionic	36	Ranged
War Brood	37	Ranged, summon Brood spawn



MAP LEGEND

1	Exit to New York West Side
2	Proximity Keycard
3	Connecting Pipe
4	Comic Book
5	Weapons Cache
6	Storage Room
7	Morlock Ambush
8	Meet Banshee
9	Main Water Switch
10	Data Disc
11	Entrance to Holding Pens

Sewers West connects to the Holding Pens, so this starts a long chain of events to foil another one of Apocalypse's plans. For now, the way is still guarded by Brood and Morlock forces. Either fight all the way through all these groups, or use Flight to avoid them and cover ground very quickly.

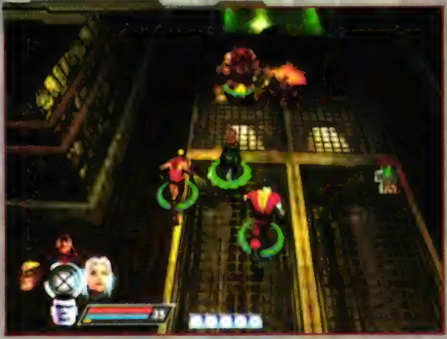
The first room on the right along the main corridor has nothing much of worth, but the containers are fun to destroy (and are perfect for restoring a few shards of Xtreme Points).

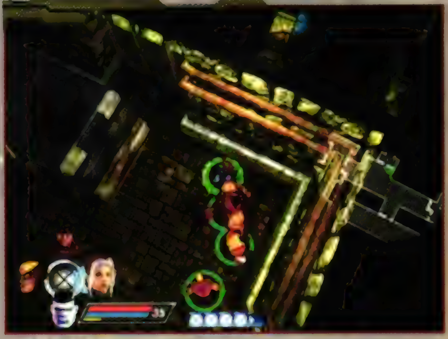
Before long, the main corridor turns to the east. Stop when you reach a tunnel off to the left, and explore that. Send a flier across the gap to steal the **Proximity Keycard** in the northeast corner of the room, and then return to the main corridor.

Shortly after, there's a bus blocking a smaller room on the southern side of the tunnel. Send a character with considerable Might to move the bus, and then take the Packs and the Weapons Cache from that chamber.

A COMIC IN THE ROUGH

Although the way forward isn't blocked as you pass through another water-filled room, it's worth exploring the northern end of the chamber. A large pipe extends into darkness there, but your team can't get inside without ripping the grate off its hinges. Have a character with Might do this, and then throw the grate against a wall. There isn't much inside the pipe except a Comic Book and some random containers.





Continuing east along the main route, your team slams directly into another Morlock ambush. As with the first one, a leader comes out first, and then the minions are soon to follow. It's good to have characters with Stun and some damage besides Physical, because a number of the enemies here are resistant enough to Physical to cause problems. The doors open after the fight ends, and your team can advance relatively unhindered after this point.

INPUT! INPUT!

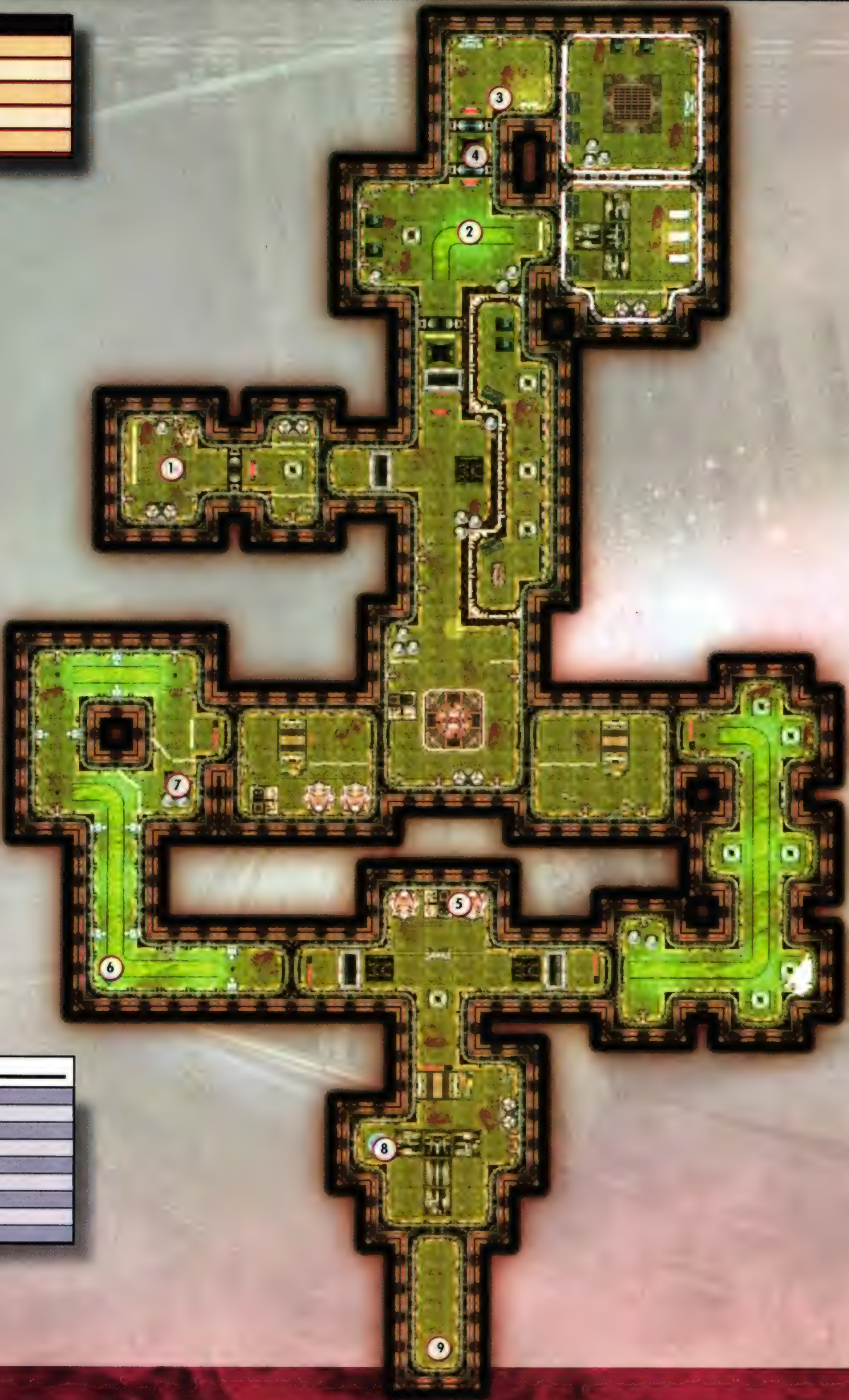
Those side rooms reveal a Data Disc. The western room has a switch that affects the water flow to a pipe in the eastern room. Once the water stops, a Data Disc is revealed on the pipes. Take the team over to the east and have a flier touch down to snag the disc. Or, have any character walk *carefully* down the side pipes for the disc.

Banshee has gotten away from the Holding Pens beyond, and he runs into your team just a couple rooms down. Learn about the threat posed by the enemies in the Holding Pens area, and turn north to make your way there. There are two side rooms, but the center door takes you to the Holding Pens.

HOLDING PENS

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Atlas	38	High damage
Exiled Master	38	Ranged, leader
Forsaken	38	Ranged
Master Rifleman	38	Ranged
Titan	38	High damage, leader



MAP LEGEND

1	Exit to Sewers West
2	Ambush and Force Fields
3	Force Field Console
4	Homing Beacon
5	Generator
6	Comic Book, Weapons Cache
7	Danger Room Disc, Weapons Cache
8	Xtraction Point
9	Entrance to Stockade

The Holding Pens are laden with treasure and special items, and it's an easy run. Move out to the main corridor and make a left toward the northern end of the map. Pass through the detection fields along the way, and don't be surprised when the Forsaken and Riflemen guarding the area ambush you in the northern block. A set of force fields are raised to keep you from going forward or back. After fighting the enemies, move into the eastern room, and then wind around to the northwest chamber from there. Use the Console in that room to lower the fields!

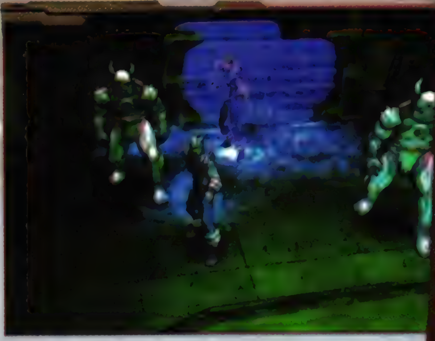
THREE DOWN AND ONLY ONE REMAINS

The tiny chamber between the Console room and the area where you were ambushed contains the third Homing Beacon. Iron Man's armor will soon be yours!

Switch to the southern route through the Holding Pens. Another force field keeps anyone from turning west when this hallway hits the bottom, but you can turn east and circle around to the opposite side of that wall. An electric Generator is there. destroy it! Not only does this lower the final force fields in the Holding Pens, but it stops the electric traps in the western wing as well.

HIP DEEP IN LOOT

The western wing doesn't have any essential mission items, but there are two Weapons Caches, a Danger Room Disc (Defend 503), and a Comic Book.



The hallway south from the Generator has an Xtraction Point, which is very nice because it's been some time since you've had easy access to one. Your team soon reaches the entrance to the Stockade.

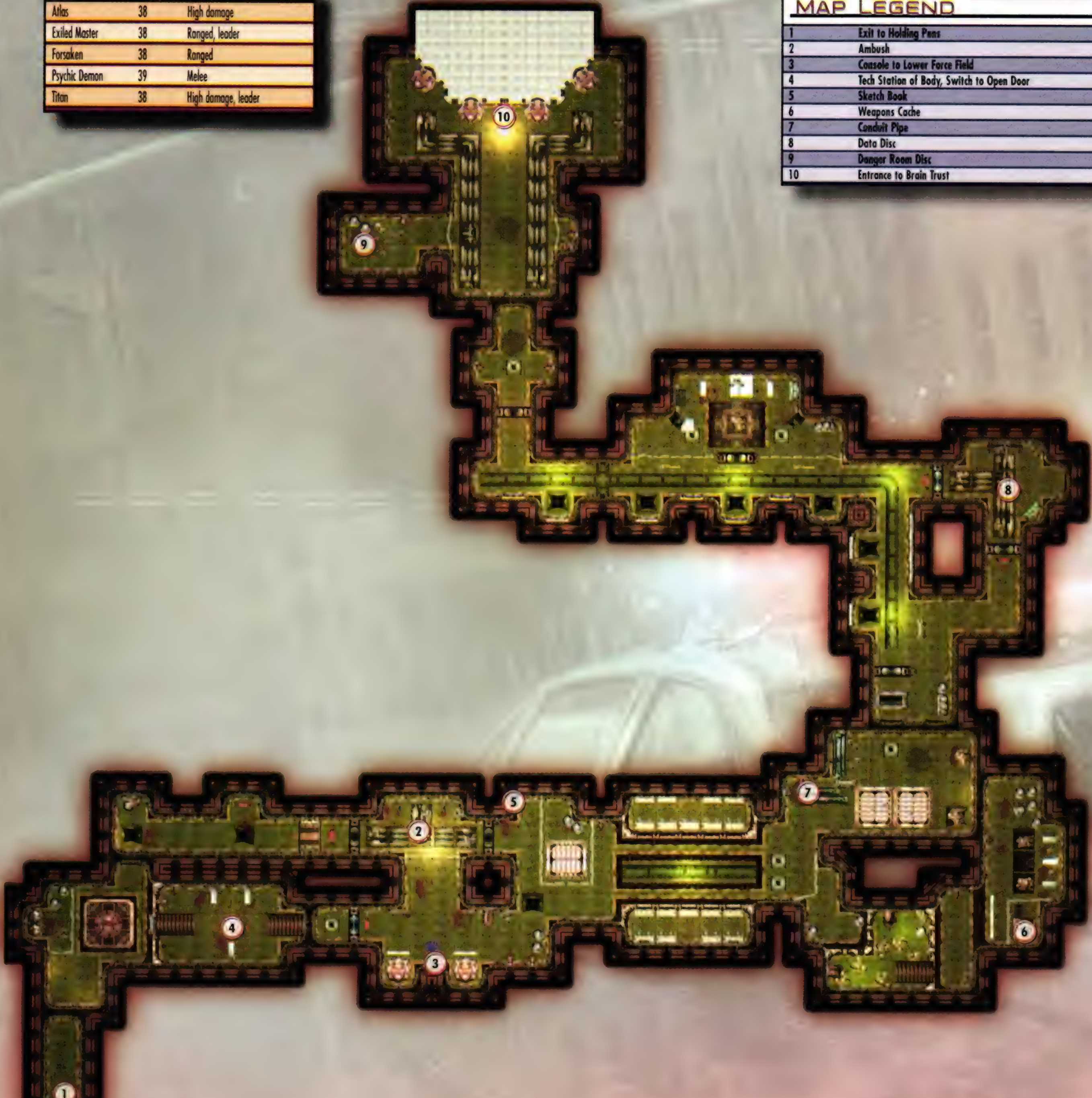
STOCKADE

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Atlas	38	High damage
Exiled Master	38	Ranged, leader
Forsaken	38	Ranged
Psychic Demon	39	Melee
Titan	38	High damage, leader

MAP LEGEND

1	Exit to Holding Pens
2	Ambush
3	Console to Lower Force Field
4	Tech Station of Body, Switch to Open Door
5	Sketch Book
6	Weapons Cache
7	Conduit Pipe
8	Data Disc
9	Danger Room Disc
10	Entrance to Brain Trust



The Stockade is quite linear. Your team starts in the southwest and moves down a primary tunnel, until you reach the entrance to the Brain Trust. Along that route, there are a number of enemies similar to the ones you faced in the Holding Pens. There are also quite a few force fields, but not many of them are very good at stopping anyone from advancing, even before they're turned off. In general, you can avoid anything in this area by slipping to a different side of the passage when an object or creature gets in your way.

Ignore the gate on your right as you approach the main hallway. To get inside there, move down the eastern passage and turn south as soon as you can. An ambush tries to stop you near the Console for the force fields, and a nearby turret shoots a area-of-effect wave that slows characters. Use an Xtreme Point to clear out these problem targets, and then use the Console. Walk to the west and use the Tech Station of Body for eight points to that attribute!

HARD TO MISS

Move east again from the ambush point, and take the Sketch Book in the corner.

Search the southeast corner before turning north. A Weapons Cache is crammed in there. A major series of flame jets block the path not too far from there, but you can silence them with a Conduit Pipe. Have a character with Might interact with the Pipe on the western side of the flames.

MORE TO FIND

The northeast corner has a Data Disc that you should take before turning west. After that, be on the lookout for a Danger Room Disc (Teamwork 403) in a side room just a few steps before the team reaches the exit.

Move all the way north and follow the passage toward the exit. This room has several Teleporters that bring in quite a few enemies. They don't seem to want you to reach the main door. Use an Xtreme Point to take down a group of them and the turret in their midst, and then hack apart the door. This opens the way to the Brain Trust.

BRAIN TRUST

ENEMIES IN THIS AREA

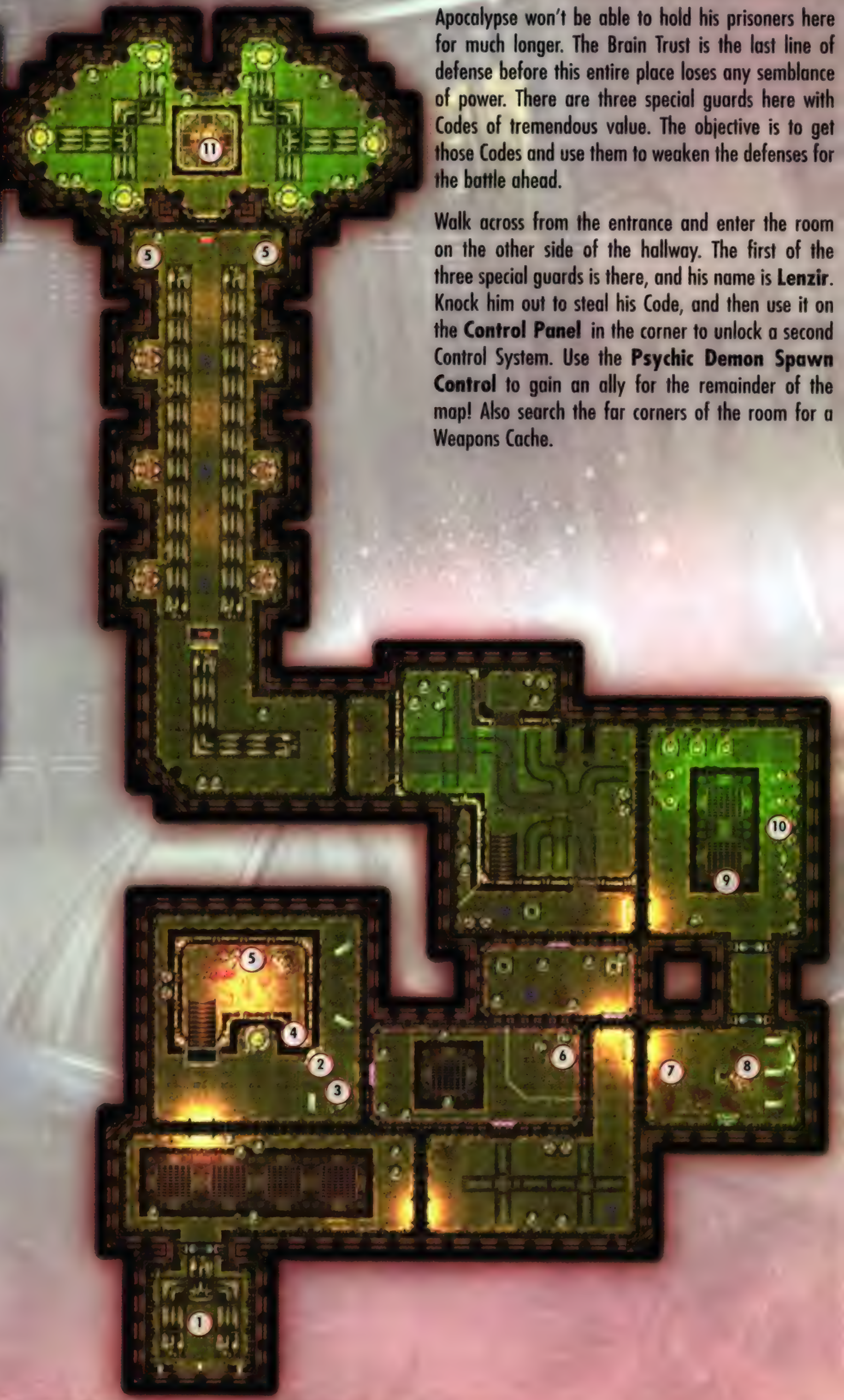
NAME	LEVEL(S)	NOTES
Dark Raptor	10	Melee, leader
Forsaken	38	Ranged
Lenzir	38	Has access code
Mirrin	38	Has access code
Psychic Tyrant	40	Mental resistance, causes slow
Schill	38	Has access code
Slasher	10	Melee
Stryfe	35	Reincarnation while brains survive, knockdown

Apocalypse won't be able to hold his prisoners here for much longer. The Brain Trust is the last line of defense before this entire place loses any semblance of power. There are three special guards here with Codes of tremendous value. The objective is to get those Codes and use them to weaken the defenses for the battle ahead.

Walk across from the entrance and enter the room on the other side of the hallway. The first of the three special guards is there, and his name is **Lenzir**. Knock him out to steal his Code, and then use it on the **Control Panel** in the corner to unlock a second Control System. Use the **Psychic Demon Spawn Control** to gain an ally for the remainder of the map! Also search the far corners of the room for a Weapons Cache.

MAP LEGEND

1	Exit to Stockade
2	Lenzir (Mission Target)
3	Control Panel (Mission Target)
4	Psychic Demon Spawn Control (Optional)
5	Weapons Caches
6	Danger Room Disc
7	Mirrin (Mission Target)
8	Brain Extractor Control Panel (Mission Target)
9	Schill (Mission Target)
10	Brain Pupae Control Panel
11	Stryfe and Brain Trust



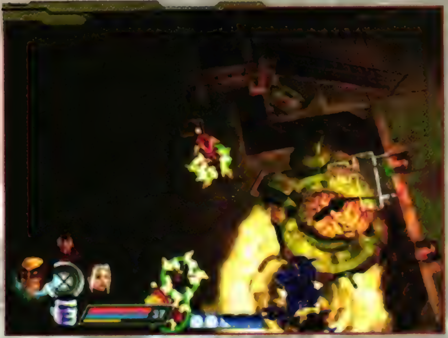
THE UNSTOPPABLE FORCE

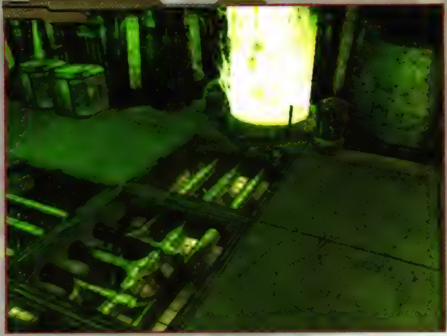
Walk through the archway into the chamber east of the first Console, and take the Danger Room Disc (Challenge-Juggernaut).

Walk to the eastern end of the map and into the last room to find **Mirrin**, the second guard with a Code. Toss him around to get the Code, and then use it on the **Brain Extractor Control Panel**. The power of the Brain Trust is already becoming much weaker, but you aren't quite done yet.

The room north of Mirrin's has the third guard, **Schill**. Maneuver around until you reach his area, and then defeat the enemy. Nearby is a **Brain Pupae Control Panel**. Use that to weaken the Brain Trust for the upcoming battle.

If possible, fly across the large room to the west and siege the hallway that turns north from there. Turrets and many enemies block the passage. Attacks that cover a great deal of territory, such as Rogue's Torpedo Punch, are especially effective for getting through this tunnel. Before you reach the far end, there are two Weapon Caches to plunder.





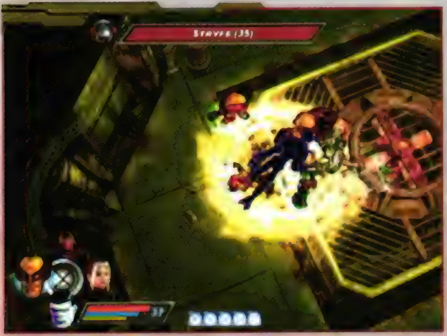
TOIL AND STRYFE

Stryfe has a good thing going with the Brain Trust. No matter what happens to Stryfe's body, the Brains return him to full Health shortly after he collapses. Sadly for the Brains, that means they have to go right from the start.

Using those Codes has already weakened the Brain Trust. Several of their numbers have been destroyed, and the others are nervously floating in their tanks. Move to them one by one and attack their glass housings. Waves of energy come from the tanks periodically to knock your team down, so time your attacks to come between these pulses. Repeat this method for all of the Brains.

Stryfe isn't going to laugh for long after that. He doesn't do much damage, and he can't do very much to protect himself once the team turns back toward him for a concerted attack.

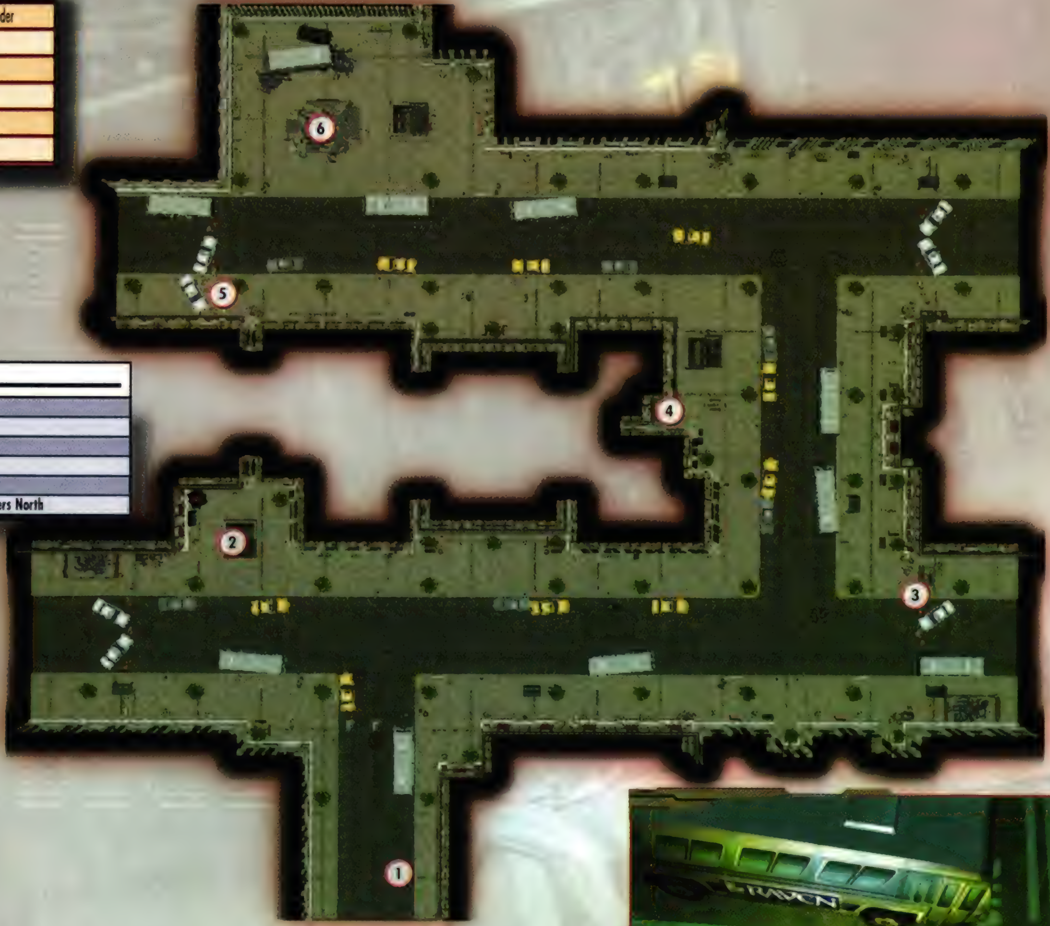
With the Brain Trust destroyed, the prisoners free themselves without any fear of reprisal, and Blink has already opened a portal back to safety. Take the portal and save your game back at the X-Mansion. Talk to Banshee, and use the local Xtraction Point to return to the South Side of New York. Move from there to the West Side, and then continue on to the North Side. Only a couple of maps stand between the team and the Pantheon of Apocalypse.



NEW YORK NORTH SIDE

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Battle Lord	38	Area-of-effect melee, leader
Deadpool	35	Extremely low health
Master Sniper	38	Ranged
Mech Infinite	38	Area-of-effect melee
Optic Ghost	37	Disappearing act, leader
Soldier of Fortune	38	Ranged, leader



MAP LEGEND

1	Exit to New York West Side
2	Tech Station of Energy
3	Comic Book
4	Data Disc
5	Sketch Book
6	Deadpool Appearance, Entrance to Sewers North

The North Side of New York has a bit of everything when it comes to loot, and there aren't any surprises as far as enemies. (Not until the fight at the end of the level, at least.)

Move across from the starting point for a free stop at a Tech Station of Energy. Turn east after that and walk through the streets. There aren't any special areas or hidden turns. Out in the open, there's a Comic Book in the southeast corner, a Data Disc on the left side of the road north, and a Sketch Book all the way at the west end of the path. Get all of them. It's kind of a reward for everything that the team has done to help New York.

With the Brain Trust offline, Apocalypse and Mister Sinister will defend their domains by sending everything they can at you. One of Weapon X's success stories is about to show up under Sinister's mind control. This opens the way down to Sewers North, but you have to fight Deadpool to get there. Once he's down, jump into the new pit and start looking for the final Sewer entrance.

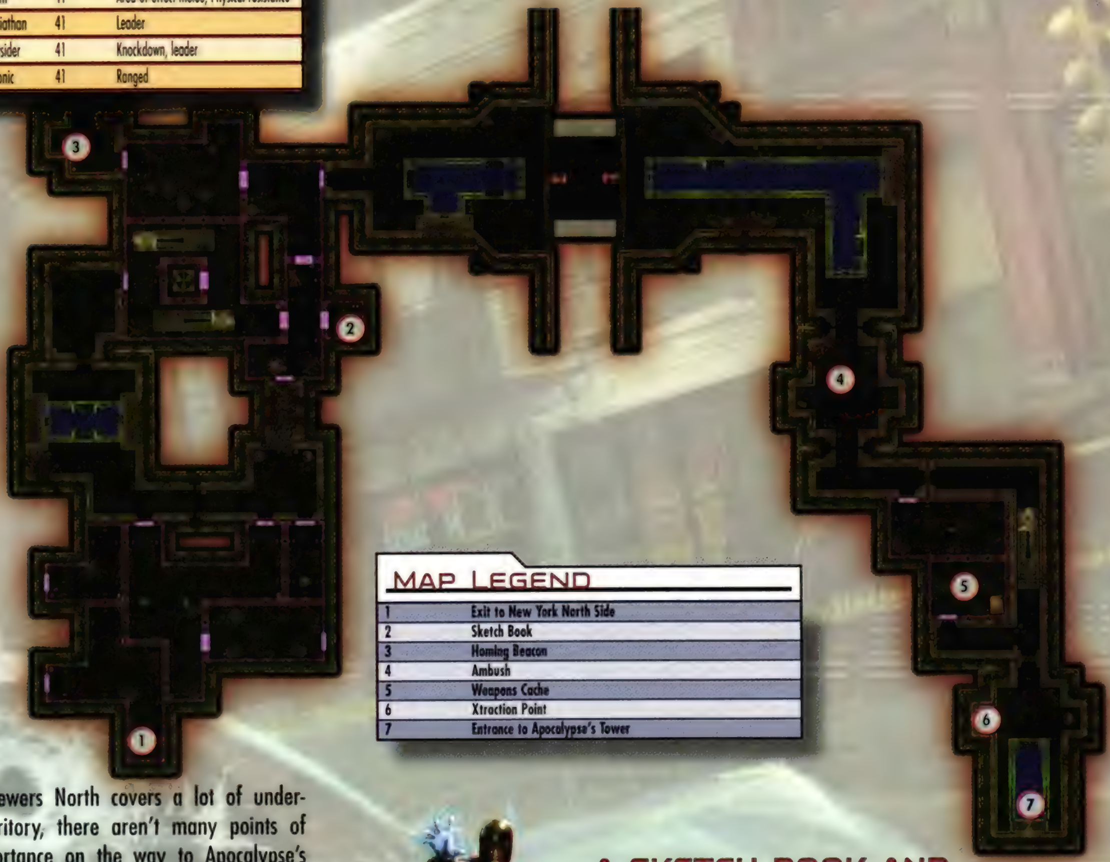
OVER BEFORE IT STARTS

Deadpool isn't up to a confrontation against your best mutants. Use your deadliest Xtreme Attack for a lightning-fast victory against Deadpool. His Health is low enough that a single Xtreme Point might be enough for a knockout.

SEWERS NORTH

Enemies in This Area

NAME	LEVEL(S)	NOTES
Morlock Blade	41	Ranged
Morlock Giant	41	Area-of-effect melee, Physical resistance
Morlock Leviathan	41	Leader
Morlock Outsider	41	Knockdown, leader
Morlock Psionic	41	Ranged



Map Legend

1	Exit to New York North Side
2	Sketch Book
3	Homing Beacon
4	Ambush
5	Weapons Cache
6	Xtraction Point
7	Entrance to Apocalypse's Tower

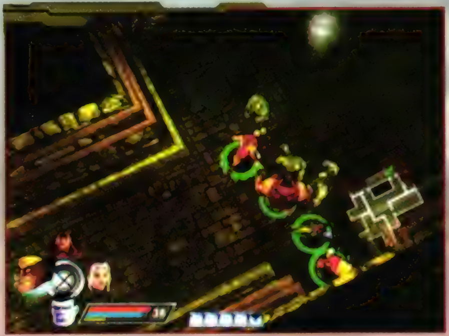
Although Sewers North covers a lot of underground territory, there aren't many points of major importance on the way to Apocalypse's Tower. Fight north from the starting point, and stay on the left side of the corridors. The eastern path is blocked. After passing the water-filled chamber, walk to the east and explore the small room with the Sketch Book and a pair of Packs.

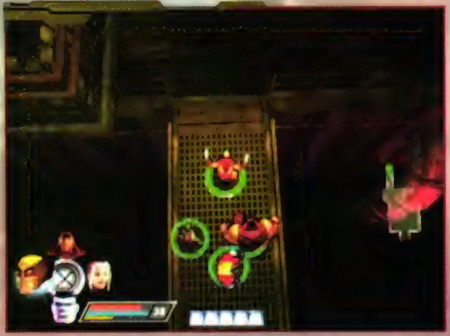
Fly to the east if you want a shorter trip across the massive tunnel that goes all the way to the other side of the map. Turn south from there, and fight through the Morlock ambush. A Weapons Cache is in a room beyond the ambush point (you can break through the walls to get there faster), and there's a more important Xtraction Point at the bottom of the map. If you haven't been able to get to the Homing Beacon yet, this is a good place to switch Nightcrawler into the team.

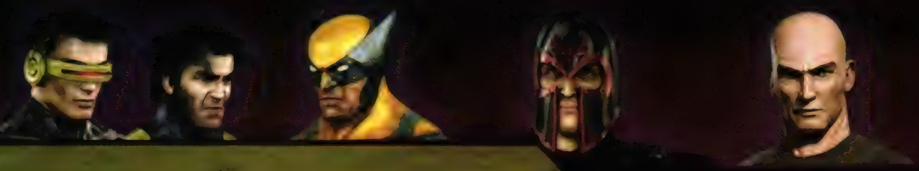
Use the pipe at the end of the final room to enter Apocalypse's Tower.

A SKETCH BOOK AND THE LAST HOMING BEACON

After searching for the Sketch Book in the eastern room, move to the northwest. Using Nightcrawler, Teleport to the other side of the door and pull the Switch to open the way. Homing Beacon is inside. Another option is to have Magneto or Jean open the door.



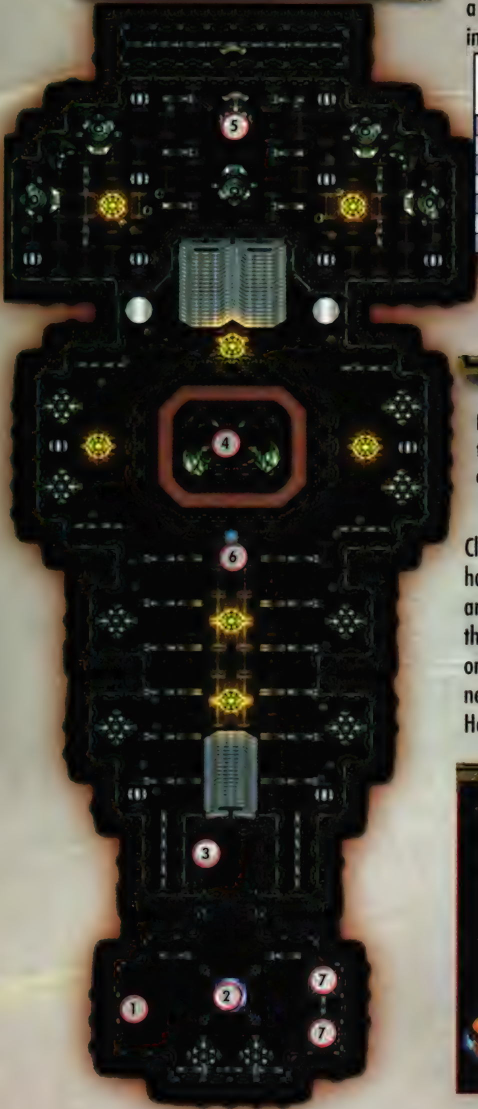




PANTHEON OF APOCALYPSE

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Apocalypse Prelate	43	Causes stun
Droid Overseer	43	Flying, ranged, leader
Night Menace	38	Disappearing act
War Droid	43	Flying, ranged



The first floor of the tower is called the Pantheon of Apocalypse. There's some good news and some bad news. The good news is that there's a Sketch Book in the middle of the room for you. The bad news is that the main door won't open, and trying to use it starts a fight against several Droid Overseers that Teleport into the room.

MAP LEGEND

1	Exit to Sewers North
2	Sketch Book
3	Xtraction Point
4	Danger Room Disc, Weapons Cache
5	Teleporter Console to Tower Engineering
6	Tech Station
7	PowerSpheres

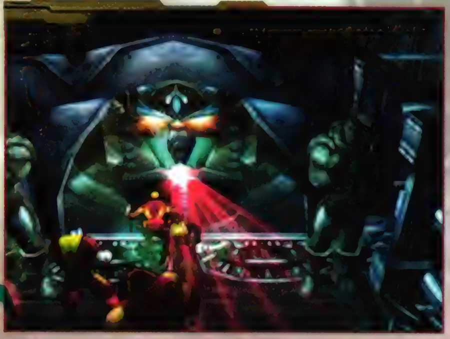
A SILVER LINING

Although the main door opens as soon as the two Power Spheres on the east wall are destroyed, you might want to stick around for the Overseers. These enemies count as leaders, so each one drops an item for you. That adds up to some quick Techbits, or better yet, an item you've been looking for.

IN PASSING-

It's hard to forget the Sketch Book from the first room, but there's also a Danger Room Disc in this short level. Fly to the center of the map, across a gap in the open chamber. Take the Challenge-Magneto Disc from that ledge, and open the Weapons Cache as well.

Climb the stairs toward the Console at the northern tip of the map, but don't activate the Console until your team has cleared as many of the local enemies as possible. When you try to activate the Teleporter to the Engineering area, a countdown starts. It takes one minute for the Teleporter to activate, and *many* enemies attack during this time. Most of these foes are Apocalypse Prelates, high-level melee troops that like to Stun characters. Stay on the offensive, and try to swarm these opponents before they can group together. Use an Extreme Point if needed, to either knock down several enemies at once or to give your team additional protection (Immunities, Healing, and so on).

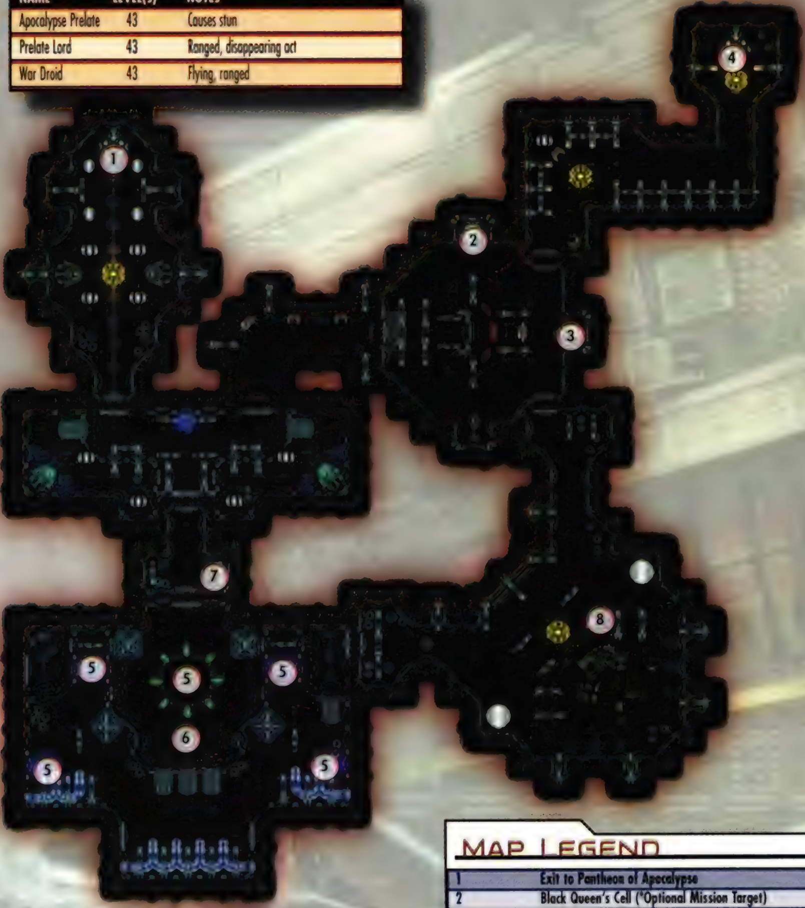


You don't have to be standing on the Teleporter when the countdown ends. The device is activated and can be used at any time after you fend off the attackers, so don't worry about your team's positioning when there are enemies to be dispatched.

TOWER ENGINEERING

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Apocalypse Prelate	43	Causes stun
Prelate Lord	43	Ranged, disappearing act
War Droid	43	Flying, ranged



MAP LEGEND

1	Exit to Pantheon of Apocalypse
2	Black Queen's Cell (*Optional Mission Target)
3	Tech Station of Health
4	Teleporter to Sinister's Lab
5	Power Generation Room (4 Spheres, Mission Targets)
6	Danger Room Disc
7	Weapons Cache

Apocalypse has more of his best troops in this region, and fewer of his Droids. Although there are still a number of Flying War Droids about, the Prelate Lords and regular Prelates are the main threat. The Apocalypse Prelate, with his melee Stun and moderate damage, is the one you should attack first.

The team starts in the northwest, and the way down to the Power Generation Room in the south is locked. Don't try to get down there yet. Instead, do a circuit of the level by moving east into the Black Queen's Cell Block, and then on to the southeast. Fight any accumulated enemies there, and be wary about the way Prelate Lords retreat. If your team gets tied up in several skirmishes at once, it's usually because some darn Prelate Lord has run away and come back.

When the southeast is clear, head west to reach the Power Generation Room. Destroy the four **Power Spheres** to free the **Black Queen**. Get the Danger Room Disc from that area, and look for the Weapons Cache on the right side of the hall when you walk north out of the room.

DON'T FORGET TO GRAB THESE GOODIES

There's a Tech Station of Health on the eastern end of the Queen's room. You don't need to do anything special to collect this one.

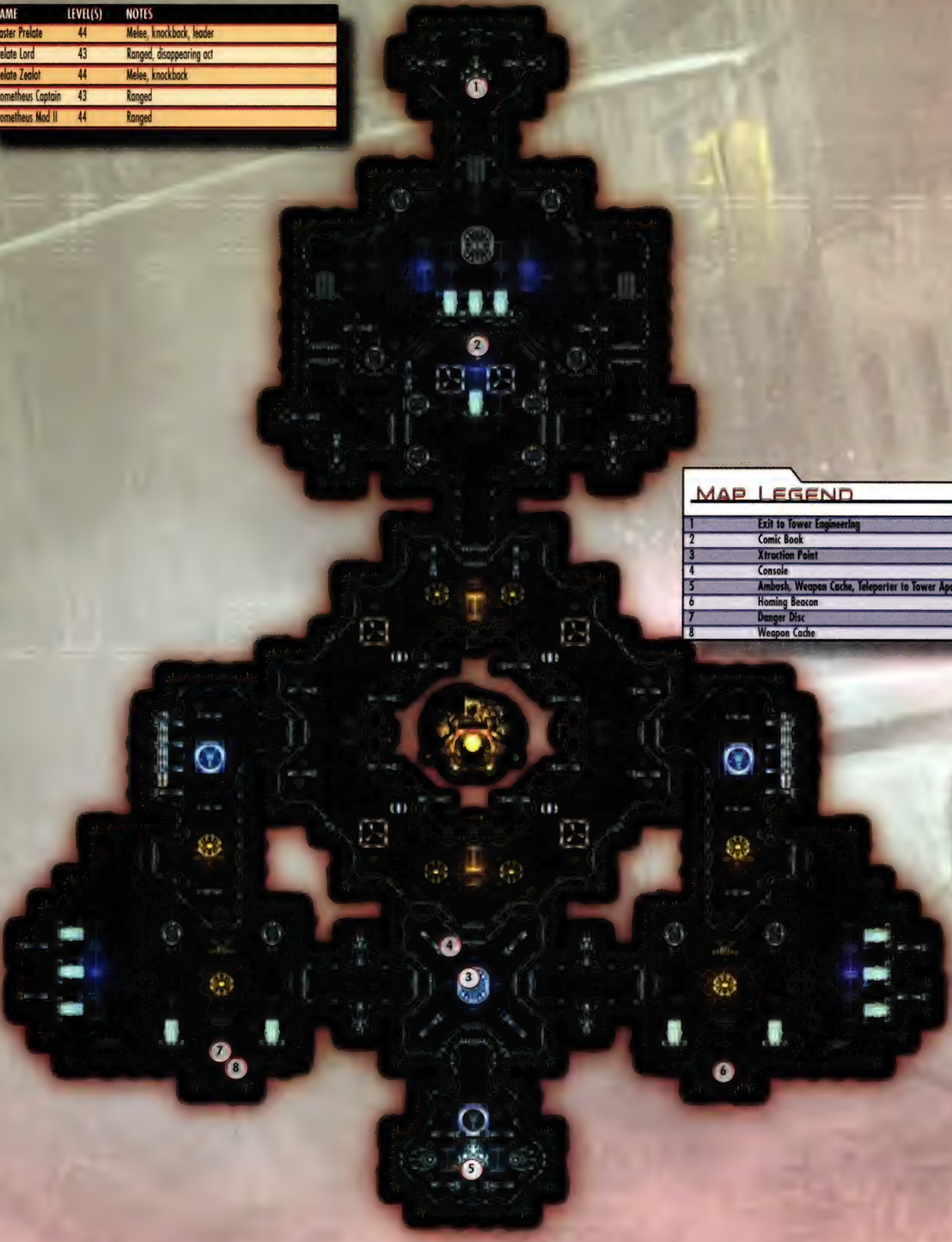
In the Power Generation Room, look on the raised area in the center of the room to find a Danger Room Disc (Challenge-Storm). A Stun-turret guards this, but a carefully timed attack by the team can destroy it.

Return to the Black Queen and receive her "praise" for helping with her escape. Afterward, look in the northeastern room and use the Teleporter to reach Sinister's Lab.

SINISTER'S LAB

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Master Prelate	44	Melee, knockback, leader
Prelate Lord	43	Ranged, disappearing act
Prelate Zealot	44	Melee, knockback
Prometheus Captain	43	Ranged
Prometheus Mod II	44	Ranged



MAP LEGEND

1	Exit to Tower Engineering
2	Comic Book
3	Xtraction Point
4	Console
5	Ambush, Weapon Cache, Teleporter to Tower Apex
6	Homing Beacon
7	Danger Disc
8	Weapon Cache

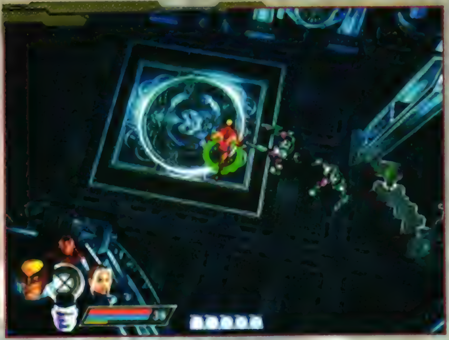
The enemies in Sinister's Lab have highly mutated. Quite a few of them have additional Health Points and dish out a lot of damage. Use Xtreme Points to some extent, but remember that you've a boss fight ahead. You may want to destroy as many containers as possible to keep your Points flowing.

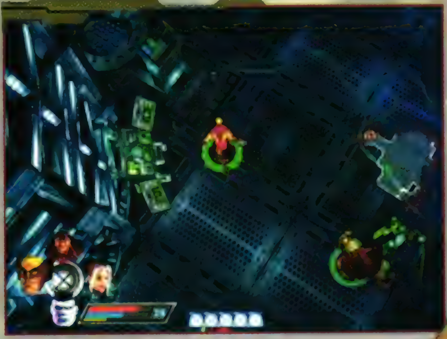
The first room gives you quite a long fight. Keep your team focused on the same targets, especially when there are thick concentrations of mutated enemies. When the action settles a bit, climb a staircase on either side of the room and search the second tier.

YOUR FINAL COMIC

The second tier of the first room overlooks the lower level. Walk toward the northern part of the tier and pick up the Comic Book there.

The other goodie hidden in this level is a Homing Beacon in the southeast. It isn't a long walk, but there are many guards along the way. Break through a wall close to the southeast corner to reach the Homing Beacon. There is a Danger Room Disc and Wapon Cache in the southwest corner.

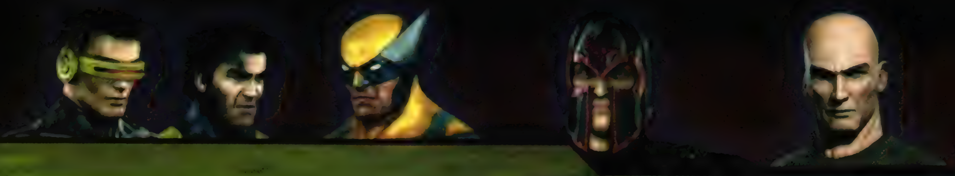




Defeat all the enemies on the way to the southern end of the map, and make sure to save your game at the final Xtraction Point for Act IV. Use the nearby **Console**, and then enter the last room to trigger an ambush with the last of the Tower's best troops. Defeat them without using your Xtreme Points. Or, afterwards search for extra containers to break, and fill your gauge back to its limit. When that's done, open the Weapons Cache on the Teleporter Pad, and use the Pad to reach the Tower Apex.

ASSEMBLE THE BEST POSSIBLE TEAM

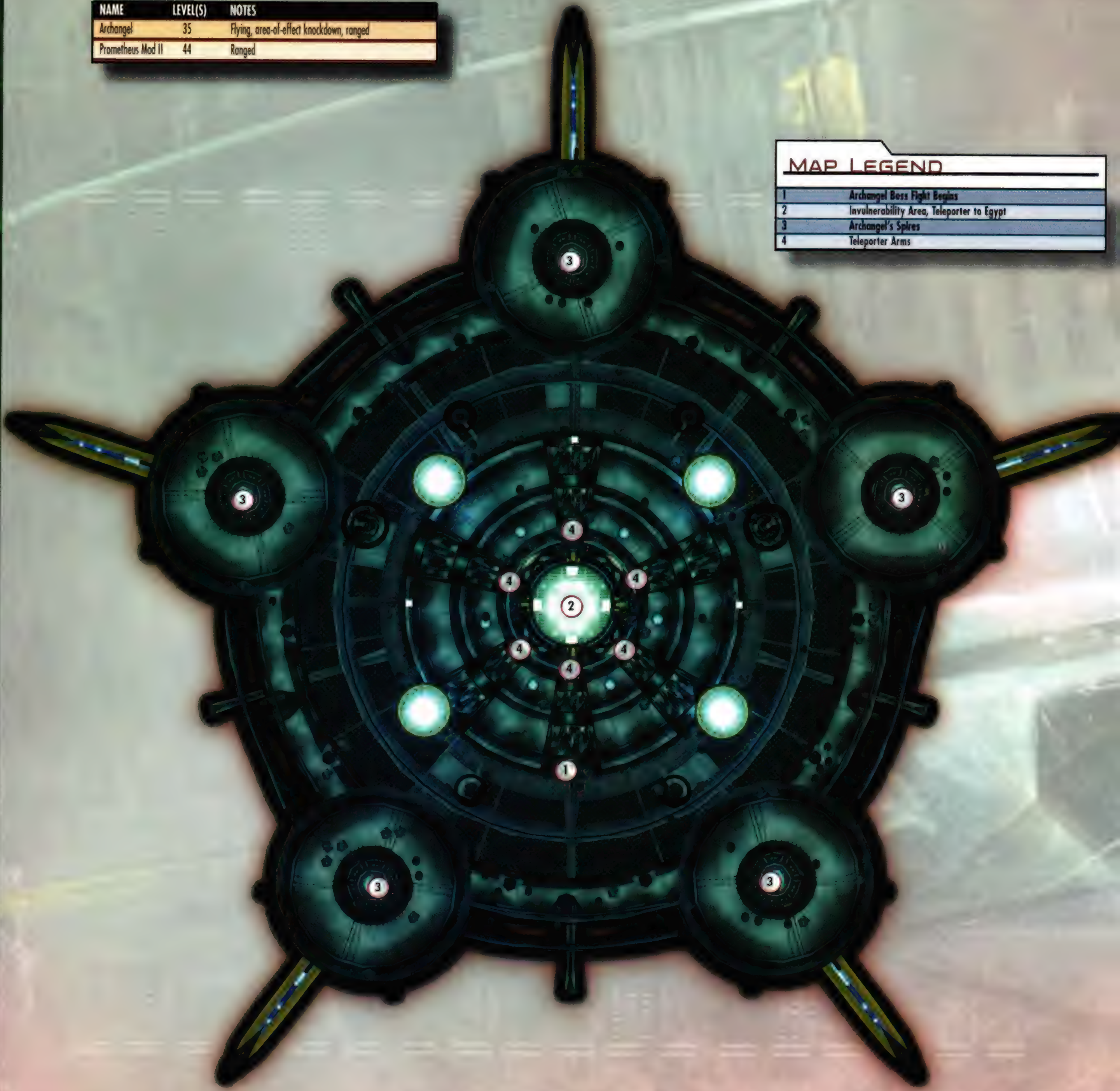
The next map doesn't have even a limited Xtraction Point, so the team you take into the Tower Apex is the team that's going to enter the boss fight. Mobility is very important in the next encounter, so a character with Flight is essential. It's probably best to play the most defensive and mobile characters you have. Damage isn't as important.



TOWER APEX

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Archangel	35	Flying, area-of-effect knockdown, ranged
Prometheus Mod II	44	Ranged



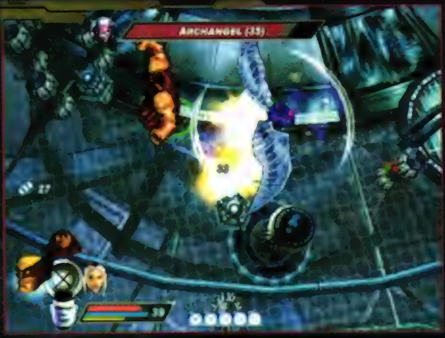
MAP LEGEND

1	Archangel Boss Fight Begins
2	Invulnerability Area, Teleporter to Egypt
3	Archangel's Spires
4	Teleporter Arms

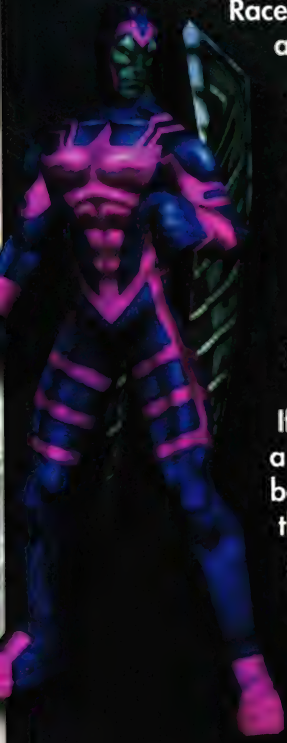
Without any warning, the battle begins. Your team has no time to stop Apocalypse from leaving the Tower, but at least you can follow him if you survive the attack by Archangel.

FREQUENT FLIER?

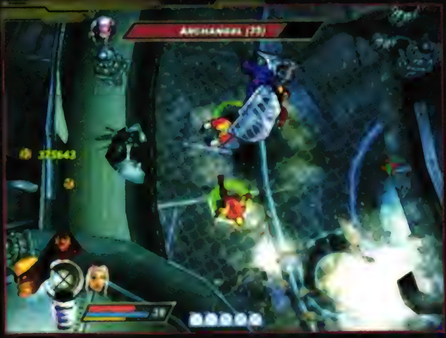
There isn't much fighting once you get past an initial skirmish. Archangel uses area-of-effect Stuns on the team, and he does a bit of damage as well. To avoid this, back away as soon as Archangel takes to the air. He doesn't track you, but stomps on the ground where you just were.



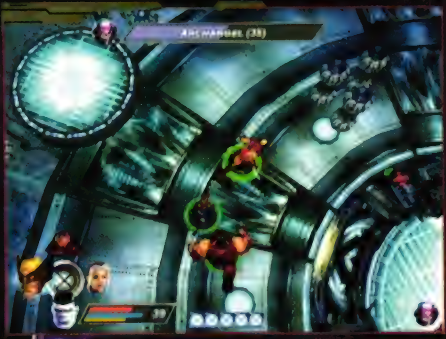
Afterward, collapse the team around Archangel and use Xtreme Attacks to bring him down to half his Health. Then he retreats to the center of the map, where he cannot be harmed.



Race around the perimeter of the Teleporter and strike at all of the teleporter arms. Ranged attacks are perfect for this. Destroying them leaves Archangel vulnerable, and he's forced to flee again!



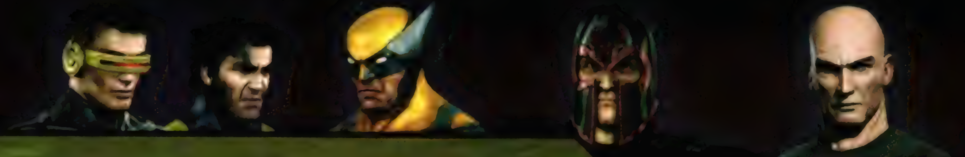
Archangel hides on the spires next. You can't knock him off without destroying the spires, and none of your attacks seem to work on them. Also, the disruption of the Teleporter causes a beam of energy to track your team around the room. Hmmmmm...



If you have a bunch of melee combatants, there's still a way to bring Archangel within range. You'll find barrels and boxes scattered throughout the area. Toss these at Archangel to hit him and bring him to the ground. Once he's grounded, pile on and beat him to a pulp.

Hide behind the spires and let the beam destroy them. Although the Teleporter doesn't directly harm anyone it strikes, it does cause the spires to disappear. That's not too good for this place's structural integrity.

Repeat this with all of the spires, leaving Archangel with no choice but to face your team. Another Xtreme Attack or two and he won't look quite as presentable. And with that, you're free to use the Teleporter and press the attack on Apocalypse!



ACT V: EGYPT

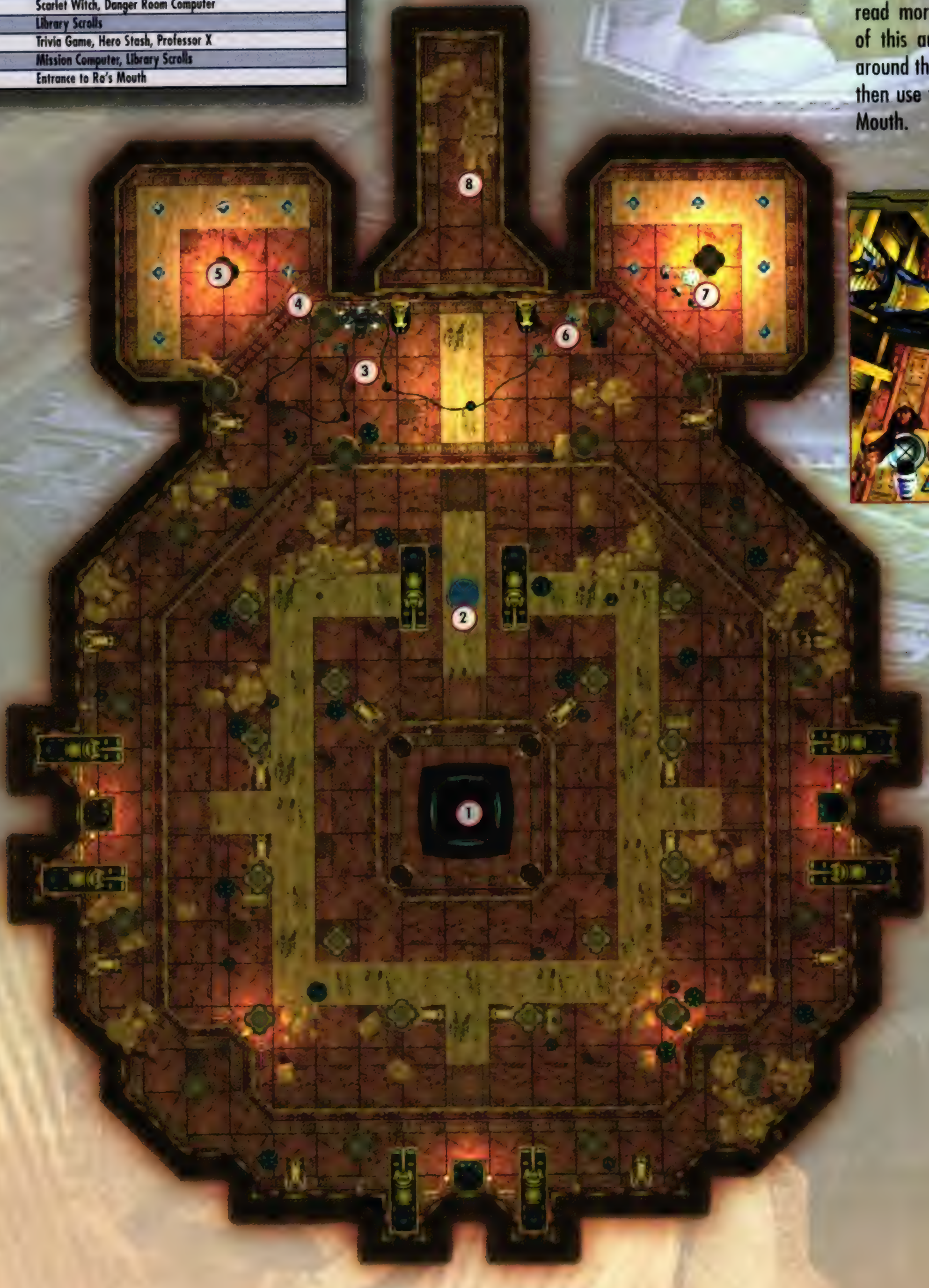
Apocalypse has returned to the seat of his ancient power. Lost in the sands of Egypt and far away from any outside help, the X-Men and the Brotherhood have just one chance to stop this mutant from becoming almost godlike.

AVALON

MAP LEGEND

1	Portal Back to Tower Apex
2	Xtraction Point
3	Forge (Store), Review Computer
4	Scarlet Witch, Danger Room Computer
5	Library Scrolls
6	Trivia Game, Hero Stash, Professor X
7	Mission Computer, Library Scrolls
8	Entrance to Ra's Mouth

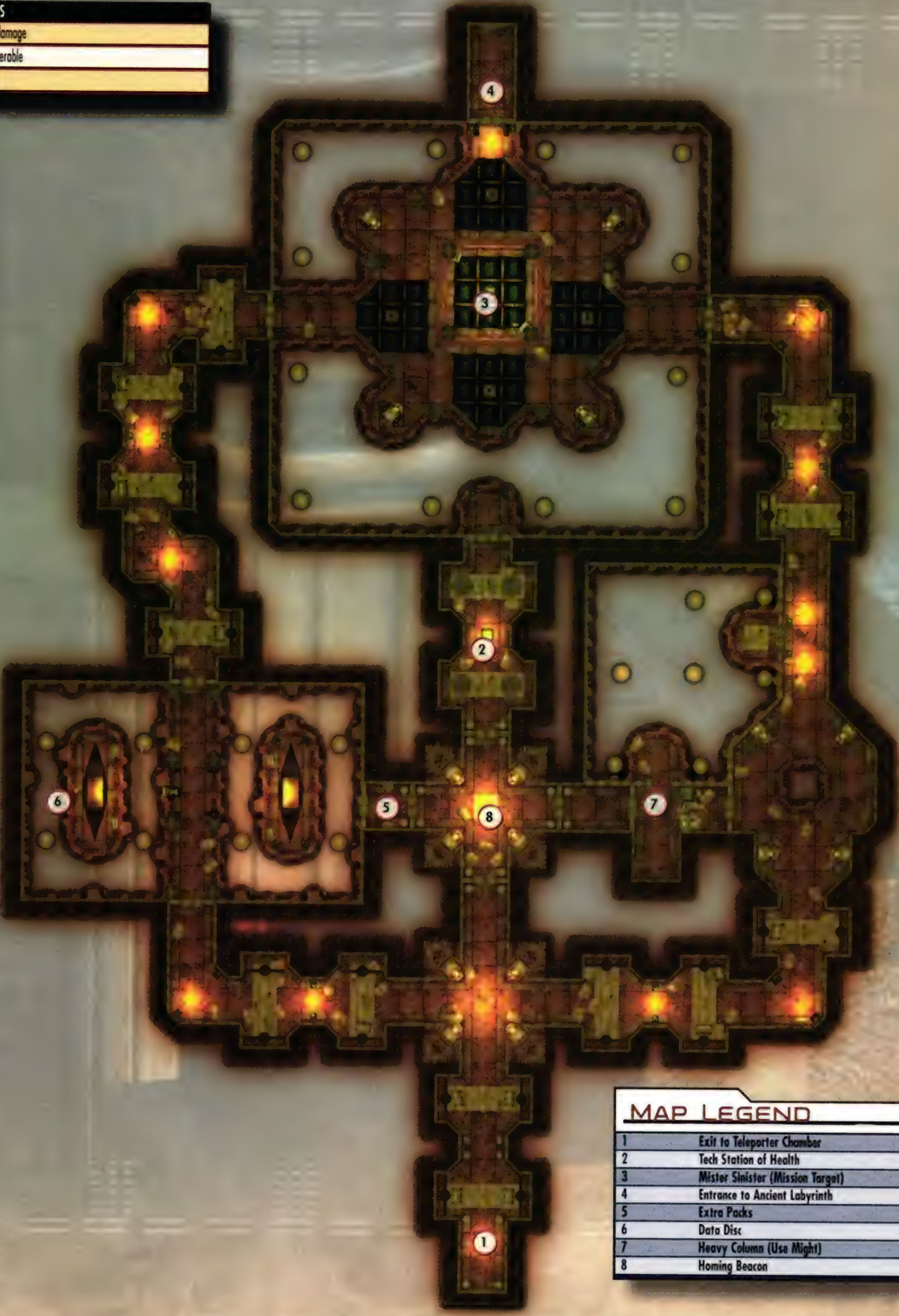
The Teleporter Chamber has everything that you need in a base. Look for new items with Forge, sell any extra equipment that your team has gathered, and read more about the history (and possible future) of this area by looking at the scrolls and statues around the Chamber. Talk to Professor Xavier as well, then use the door on the northern end to enter Ra's Mouth.



RA'S MOUTH

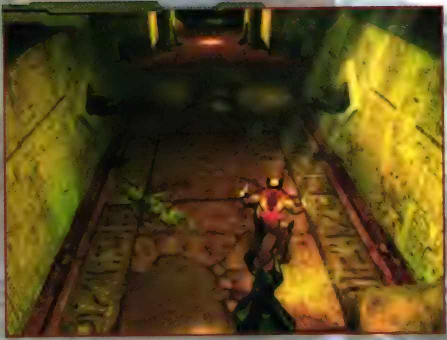
ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Anubite	46	High damage
Mister Sinister	30	Invulnerable
Scarab	46	Flying



MAP LEGEND

1	Exit to Teleporter Chamber
2	Tech Station of Health
3	Mister Sinister (Mission Target)
4	Entrance to Ancient Labyrinth
5	Extra Packs
6	Data Disc
7	Heavy Column (Use Might)
8	Homing Beacon



Ra's Mouth is a small map without many enemies. Get used to the new enemies in Act V, who are fairly powerful. Be especially wary around the Anubites, because they're really fast.

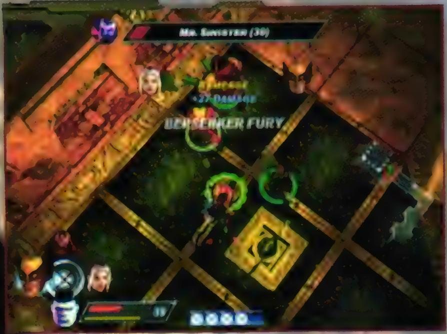
Flight is required for several important items in Ra's Mouth. On the western side of the map, a character must fly toward the boat on the ledge on your left. A Data Disc is hidden behind the boat.

On the eastern side, there's a ledge over a gaping pit that doesn't seem to go anywhere. Fly from that ledge to the southern wall of the room, and look for a place to land. Although a Heavy Column blocks the way into the hallway beyond, a character with enough Might can push it out of the way. This reveals Homing Beacon, and it opens easy access to a room with extra Health and Energy Packs. There's also a northern route that passes a Tech Station of Health.

TO SAVE A FRIEND

It should be immediately clear why you need to fight carefully and defeat Mister Sinister here in the seat of Apocalypse's power. At the center of the area where the battle begins is a Resurrector. Mister Sinister uses this to bring back Beast during battle. On top of that, Sinister himself is invulnerable! That doesn't sound promising for your team, but there's a way to turn it all around.

Leave the center area and use one of the Nullifiers outside. These Nullifiers steal Energy from everyone nearby, but the nice part is that the wave of energy takes down Mister Sinister's shields as well. Use Xtreme Attacks to brutalize the cowardly fiend! After he falls, the team can use the Resurrector to bring back any fallen comrades. The worst is over.



When Mister Sinister is out of the way, use the northern hallway to reach the Ancient Labyrinth.

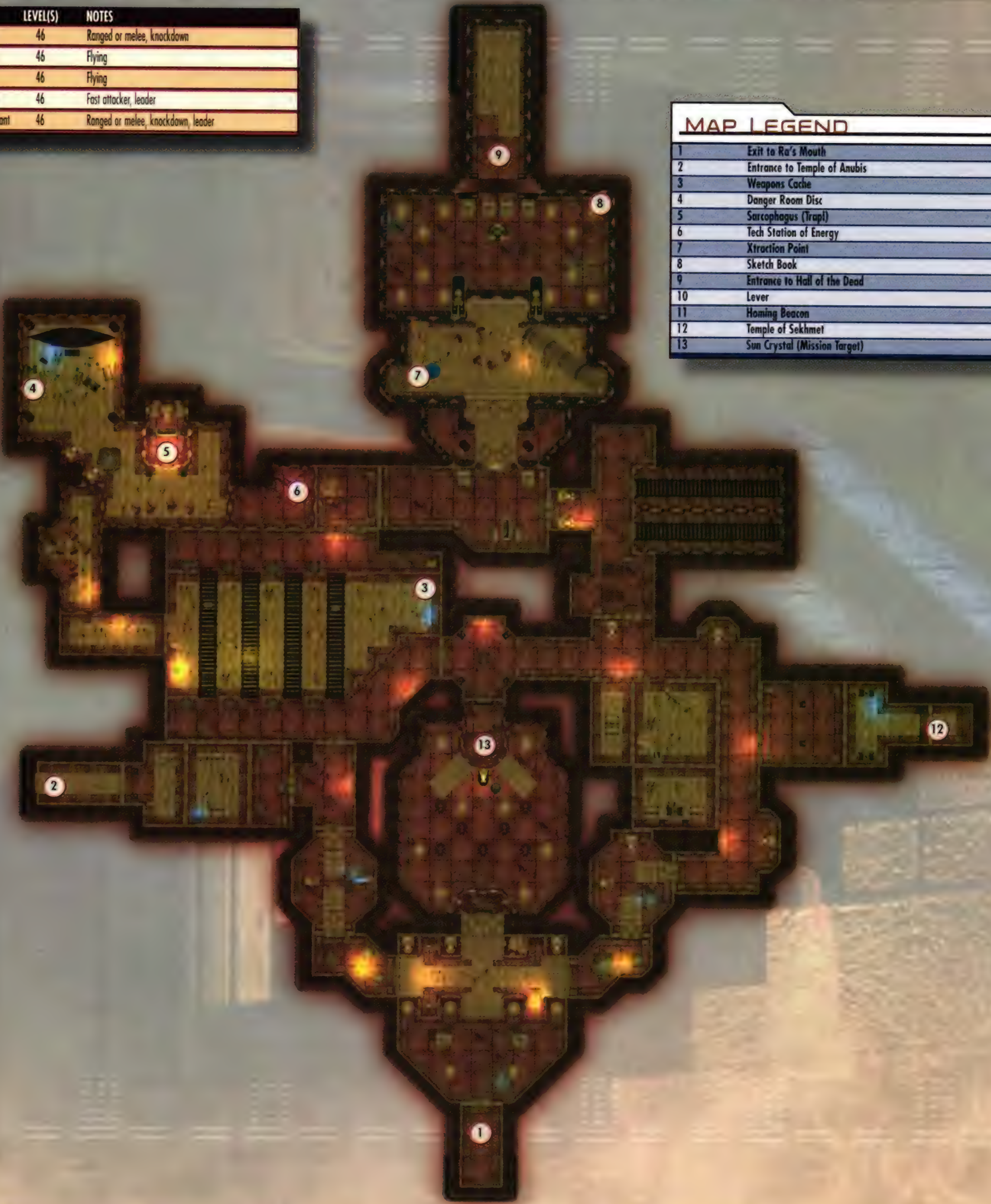
ANCIENT LABYRINTH

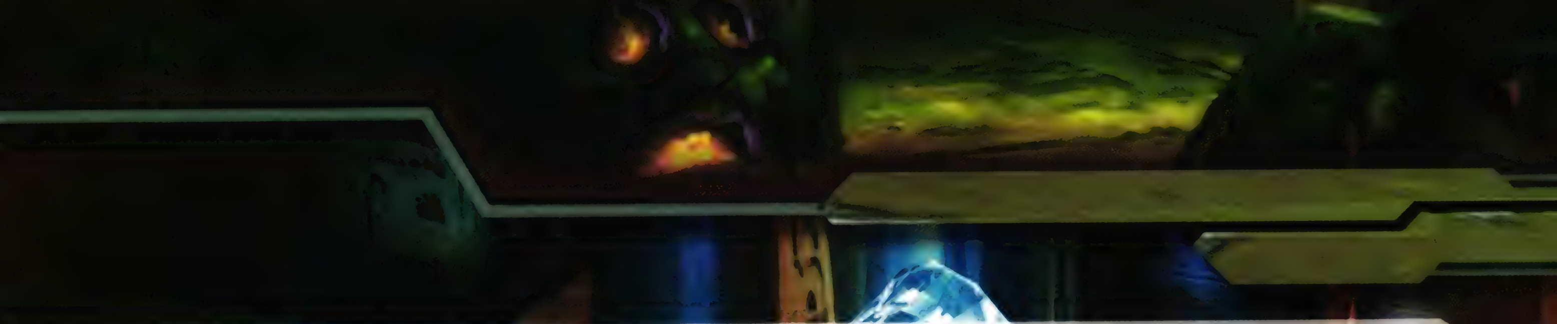
ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Mutant Mix	46	Ranged or melee, knockdown
Giant Scarab	46	Flying
Scarab	46	Flying
Elite Anubite	46	Fast attacker, leader
Ultimate Mutant	46	Ranged or melee, knockdown, leader

MAP LEGEND

1	Exit to Ra's Mouth
2	Entrance to Temple of Anubis
3	Weapons Cache
4	Danger Room Disc
5	Sarcophagus (Trap!)
6	Tech Station of Energy
7	Xtraction Point
8	Sketch Book
9	Entrance to Hall of the Dead
10	Lever
11	Homing Beacon
12	Temple of Sekhmet
13	Sun Crystal (Mission Target)

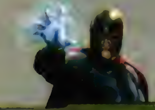




The Ancient Labyrinth is much larger than the previous map, and there's quite a bit to find, explore, and accomplish here. There are entrances to three different maps: go west to the Temple of Anubis, east to the Temple of Sekhmet, and north to the Hall of the Dead. To proceed, the team has to get through both of the side Temples.

The western route passes by several weak, cracked walls. Destroy these walls to open the way toward the Temple of Anubis.

Continue north into the next chamber along the hallway. For greater speed, fly over the lower portion of the room and seek the Weapons Cache in the northeast corner. Leave the room using the passageway behind the western wall. Break through the wall, move to the northwest, and search that room thoroughly.

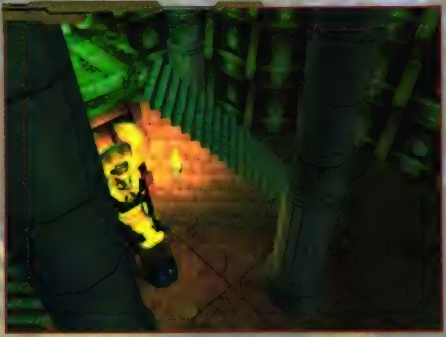


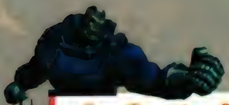
ALL MANNER OF TREASURES

The northwest chamber has a Danger Room Disc (Challenge-Bishop) along the left wall. On the right side, atop a raised dais, is a Sarcophagus. Two impressive-looking Anubis leaders jump out of it when it's opened.

Break through the eastern wall into a small hidden passageway with a Tech Station of Energy. Then walk toward the northern room with the entrance to the Hall of the Dead. You can't leave this place yet, but there are some items to grab. Save your game at the Xtraction Point on the left side of the room, and then search the northeast corner for a Sketch Book.

Return to the front of the area and grab the Sun Crystal from the central room. Then search the eastern pathway. A character with Might can easily remove the blocks that hide two small bridges in the northeast. These bridges lead to rooms with a Lever (opening the east and west passages in the northern Labyrinth), and to the second Homing Beacon.

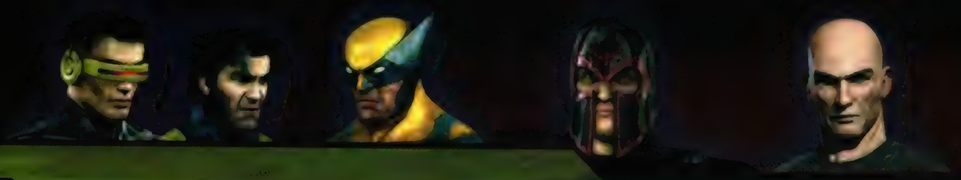




For Greater Speed

The walkthrough explains this area with a major focus on clarity rather than speed. If you feel that you understand the map well enough, the faster route is to take the Sun Crystal, go to the Temple of Anubis, collecting what little you can on the way. Complete the Temple, return and get everything on the eastern end of the Labyrinth. Then, complete the Temple of Sehkmet, and explore the northern end of the Labyrinth. It isn't as clear to explain it that way, but the route is much more efficient.

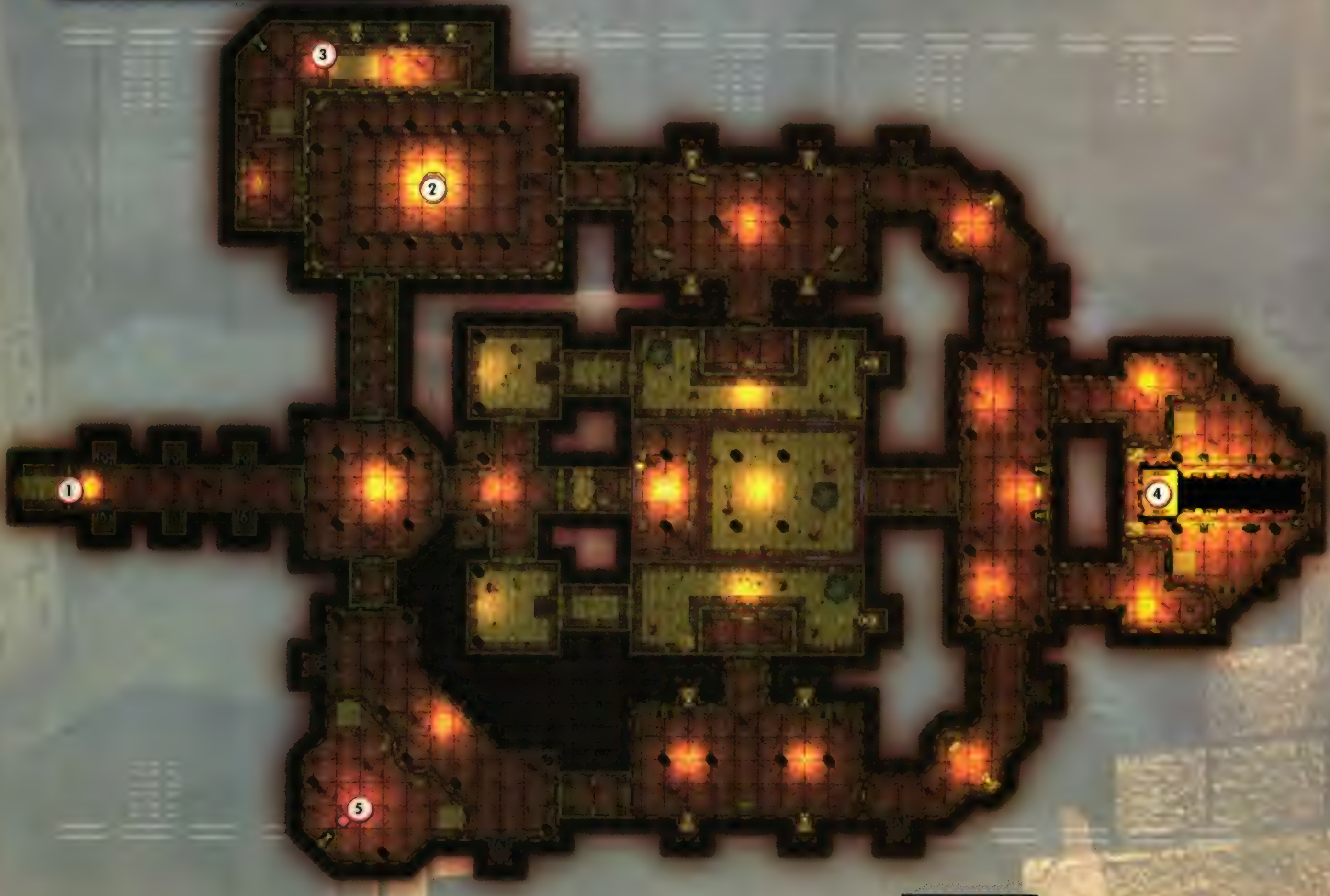
Now that your team has everything in this area, enter the Temple of Anubis.



TEMPLE OF ANUBIS

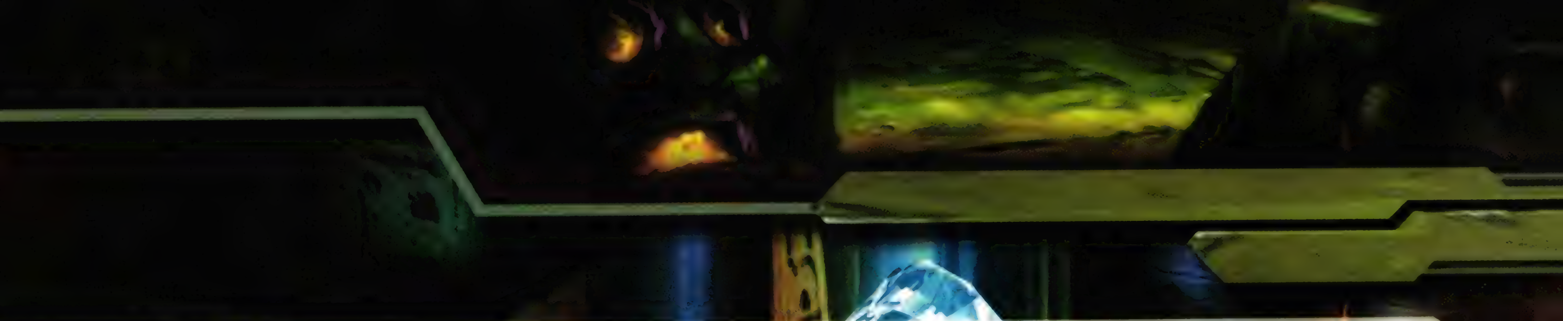
ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Anubite Hunter	47	Fast attacker
Anubite Master	47	Fast attacker, leader
Elite Anubite	46	Fast attacker, leader
Genetic Hybrid	47	Ranged
Sehkmet Master	47	Ranged, leader
Sehkmet Warrior	50	Ranged
Ultimate Mutant	46	Ranged, leader



MAP LEGEND

1	Exit to Ancient Labyrinth
2	Homing Beacon, Sketch Book
3	Danger Room Disc
4	Sun Mirror (Mission Target)
5	Tech Station of Body

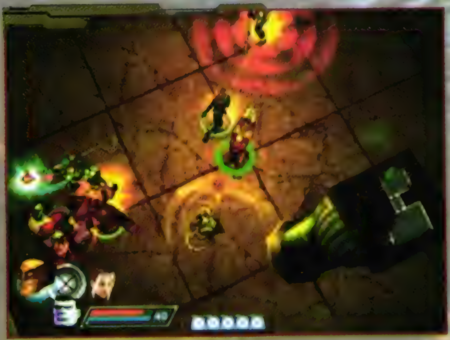


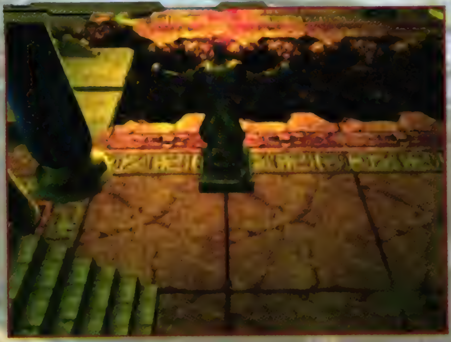
There are three ways to reach the Sun Mirror, which is your goal here in the Temple of Anubis. The northern hallway, the central passage, and the southern hallway all merge on the eastern side of the map. There are many enemies no matter which route you take, but the fastest and easiest path is to the north.

EVERYTHING BUT THE KITCHEN SINK

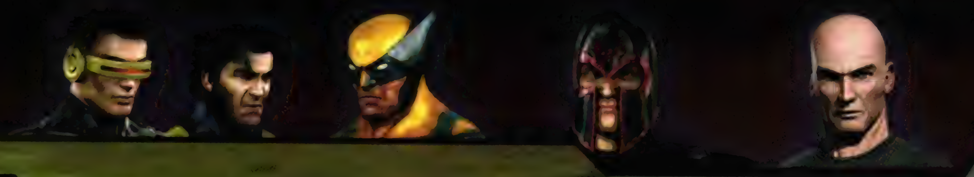
Walk along the hallway to the north and stop when you come to the second chamber to the northwest. Use the Homing Beacon in the center of the room, and then grab the Sketch Book that appears after the ground collapses around you. Defeat the enemies that are summoned, and then search for the small exit from the pit that leads to the outer hallway. A Danger Rook Disc (Survival 504) is beside the stairway out there.

Proceed east along the northern route and break through any walls that suddenly block the path. This happens from time to time in the temple areas, but almost everything that stands in your way is breakable. The room at the very end of the route has four Sacred Statues surrounding a pit. To align the **Sun Mirror** properly, break all four of the **Statues** in turn. A red mark appears over the next target each time you destroy one of them. Then you're ready to travel to the Temple of Sehkmet, on the other side of the Ancient Labyrinth.





But first, take the southern route back. There's a Tech Station of Energy in the southwest corner, and any boost you can get makes a big difference at this point in the game! Also, you can fight the guards in the center of the map if you want to get the most XP possible.



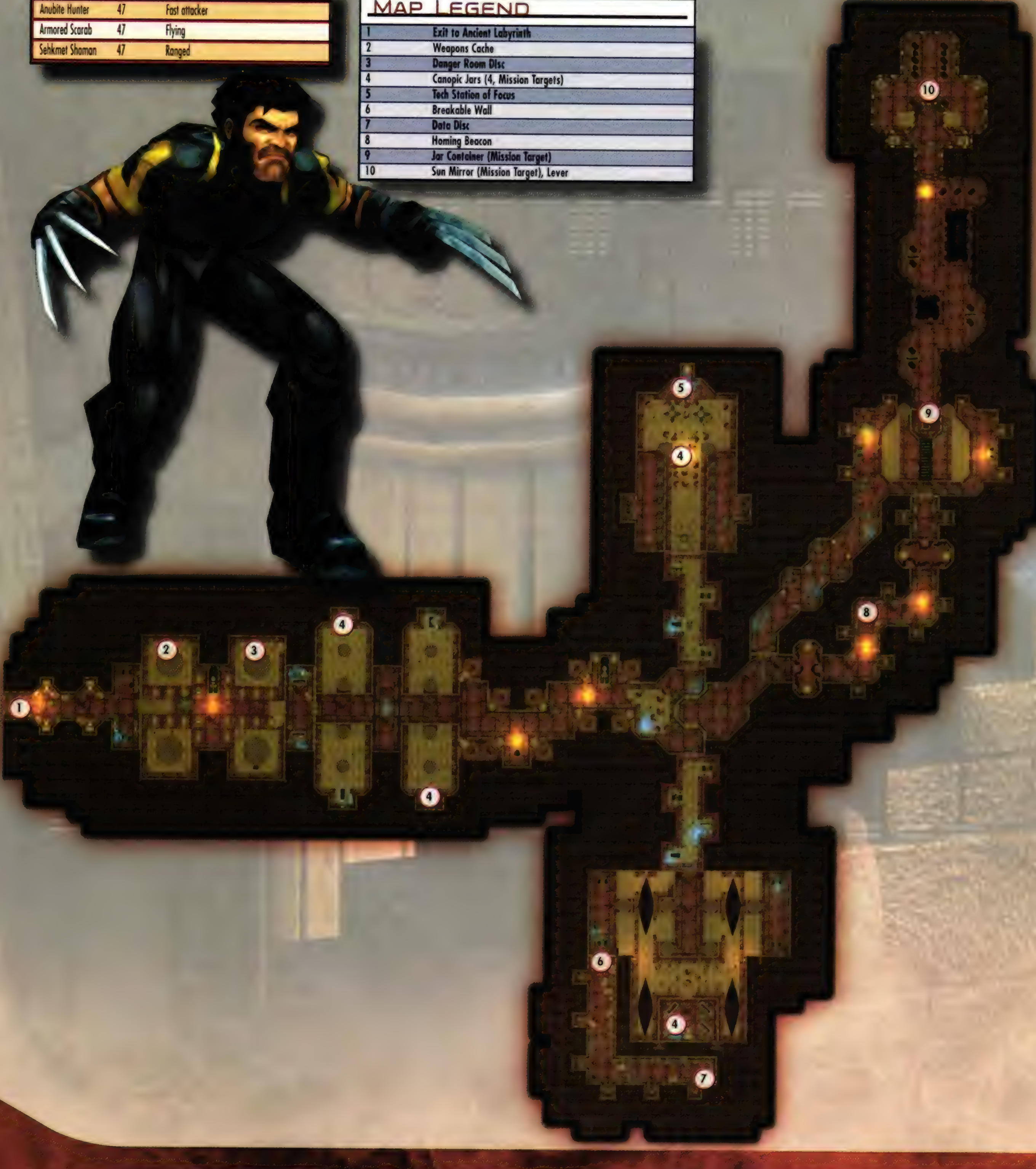
TEMPLE OF SEKHMET

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Anubite Hunter	47	Fast attacker
Armored Scarab	47	Flying
Sehkmet Shaman	47	Ranged

MAP LEGEND

1	Exit to Ancient Labyrinth
2	Weapons Cache
3	Danger Room Disc
4	Canopic Jars (4, Mission Targets)
5	Tech Station of Focus
6	Breakable Wall
7	Data Disc
8	Homing Beacon
9	Jar Container (Mission Target)
10	Sun Mirror (Mission Target), Lever



To finish the Temple of Sehkmet, your team needs to find the four Canopic Jars. They're marked clearly on your map, but the Hunters and Shamans pile on quickly if you try to move too far too fast.

The slow path to victory is to clear each part of the temple as you go, while collecting the Jars and several free items. The scarier way is to take a good character with Flight and dodge past everything at high speed. It saves a lot of time, but if you get knocked out of the air by a full team of enemies… it's painful.

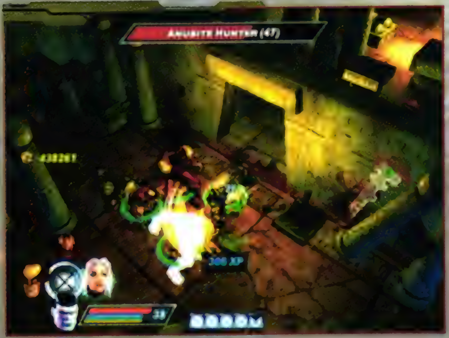
HOW LONG HAVE THESE BEEN HERE?

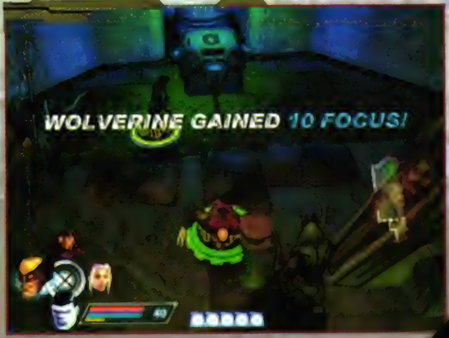
Jump beside the staircase that's just down the eastern corridor. Move behind the pillars on the north side to find a Weapons Cache and a Danger Room Disc (Challenge-Wolverine).

Iron Man in the Flesh

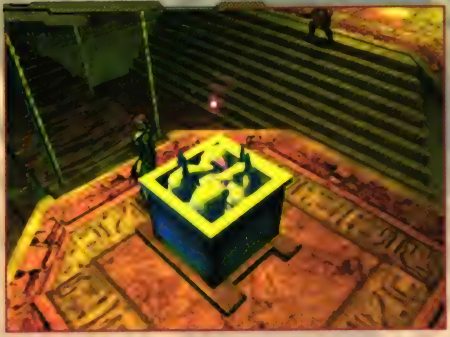
Now that you've activated all the Homing Beacons, you can take your team into another hidden portal back at base (where Forge is standing). Defeat the enemies inside the portal, and then fly around to use the objects surrounding the center of the small area. This releases Tony Stark, who you should talk to. If you've been gathering all of the armor pieces from the other hidden portals, you get a free character. Use him wisely.

Take both of the **Canopic Jars** from their altars in the next section of corridor, and continue toward the fork with hallways to the north, east, and south. Move north first, get another **Canopic Jar**, and use the Tech Station of Focus there. Turn south and steal the last **Canopic Jar** by flying or running over to the last altar. Destroy a section of wall on the right side of the room, and look inside the hidden passage for another Data Disc!





Place all four of the **Canopic Jars** in the container near the end of the northern passage. This opens a section of wall that was previously unbreakable. The last room in the Temple has another **Sun Mirror**, and a **Lever** above it moves the Mirror into position.

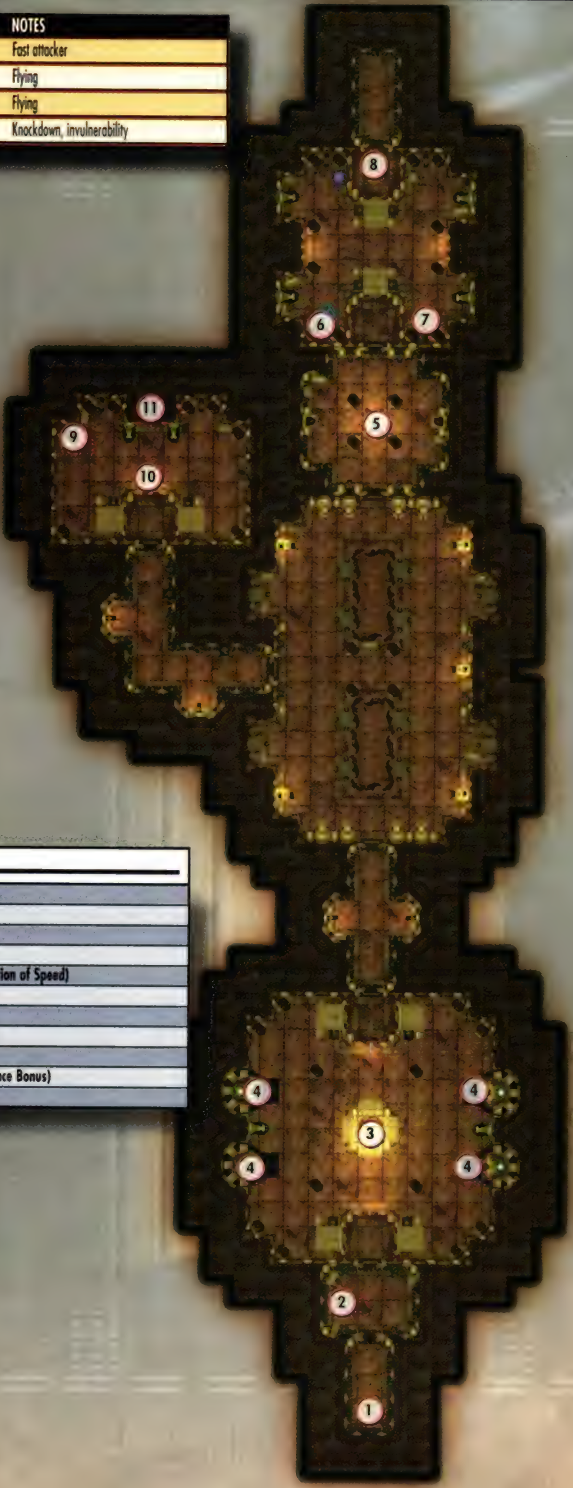


Instead of taking the land route, fly cross the gap down the eastern passage. The last Homing Beacon is here, and only a few more guards are patrolling.

HALL OF THE DEAD

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Anubite	47	Fast attacker
Armored Scarab	47	Flying
Jade Scarab	48	Flying
Living Monolith	50	Knockdown, invulnerability



MAP LEGEND

1	Exit to Ancient Labyrinth
2	Danger Room Disc
3	Living Monolith
4	Light Mirrors
5	Gleaming Jewel (for Tech Station of Speed)
6	Xtraction Point
7	Weapons Cache
8	Entrance to Vault of the Ages
9	Data Disc
10	Loose Stone (40,000 Experience Bonus)
11	Homing Beacon

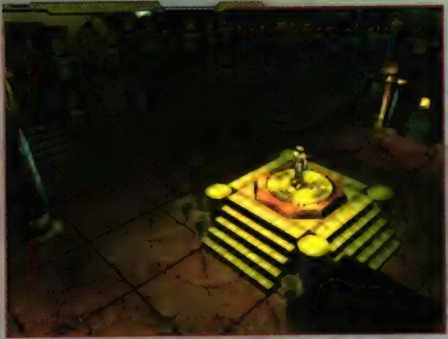
Once you have your bearings, look for the Danger Room Disc (Qualifying Exam 500) in the first room. If you think *that's* an interesting start, poke your head into the second room and get a good look at... the Living Monolith!

GIVE HIM A VITAMIN D DEFICIENCY

The Living Monolith is completely immune to damage when the sunlight from all four of his Light Mirrors is shining on him. With each Mirror you move, the Living Monolith loses some of his Resistance. So, here's how to beat this tough guy!

Have one of your characters (preferably with Flight) lightly touch each of the platforms on the walls of the room. As you approach each Mirror, its platform rises, thus depriving the Living Monolith of his precious sunlight. Don't bother waiting for the platform to go all the way up. As soon as it starts rising, jump or fly off and go for another platform.

As soon as the fourth platform goes up, hit him with an Xtreme Attack or two and as many combo skill attacks as you can unleash. It takes almost 30 seconds for the platforms to lower again, and that's enough time for you to defeat the Living Monolith outright, or at least get him very close to collapse. Repeat this process as needed.



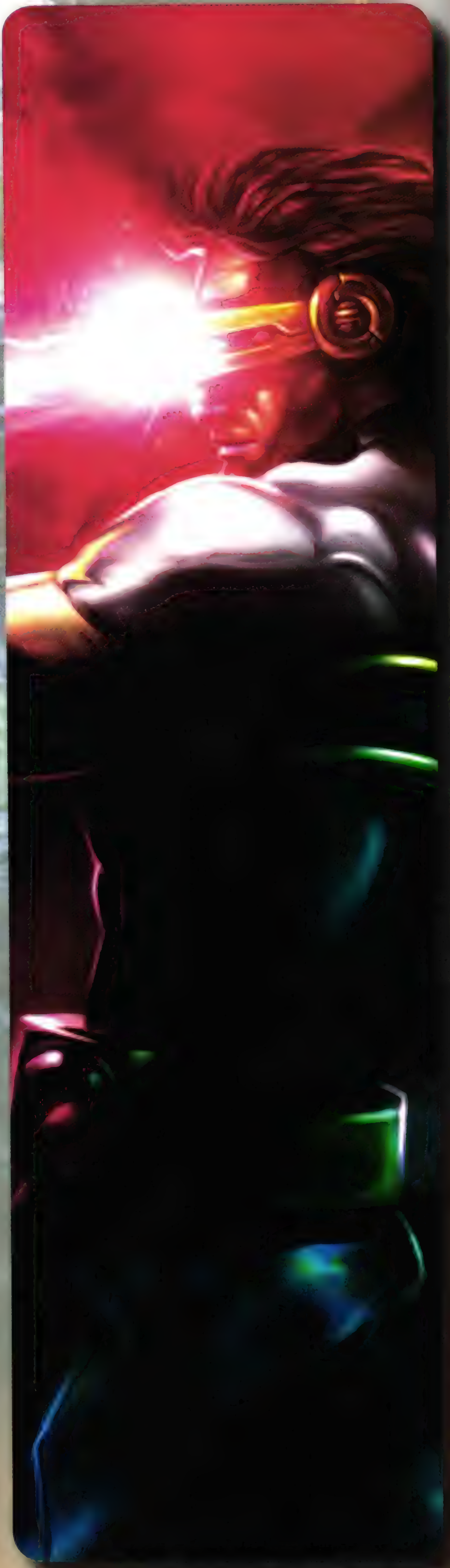
Walk north from the sunny room, and use the doorway on the left to get a couple of side items. Continuing on the northern route, there's a Gleaming Jewel beside the next door. This raises a Tech Station of Speed for a melee character to use.

THE SIDE ROOM

The western room contains a Data Disc. You should have plenty of Health and Energy Packs by now, and adding a few more to your limit really pushes the team's endurance to its max.

Before leaving, look in the center of the floor for a Loose Stone. Touch it to reveal a niche in the wall that's worth 40,000 XP.

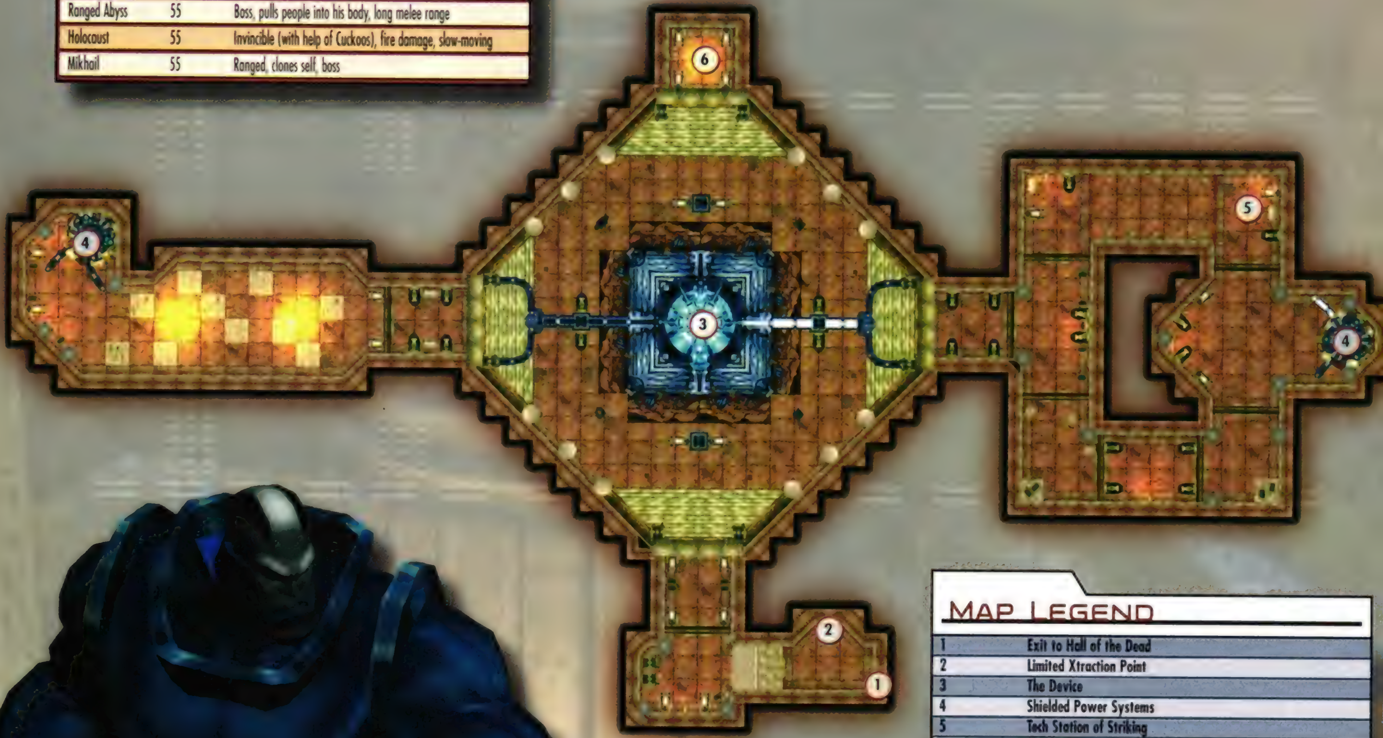
Save your game at the next Xtraction Point, because this is the last time in the normal game that you'll be able to. Then, grab the Weapons Cache. Look beside the final door for a Health Station and Energy Station. They're only one-shot deals, but you want your primary character to be as loaded up as possible during the fight ahead.



TEMPLE OF ANUBIS

ENEMIES IN THIS AREA

NAME	LEVEL(S)	NOTES
Anubite	47	Fast attacker, knockdown
Apocalypse	55	Multiple Health bars, area-of-effect knockdown, teleport
Archangel	55	Flying, area-of-effect knockdown
Ranged Abyss	55	Boss, pulls people into his body, long melee range
Holocaust	55	Invincible (with help of Cuckoos), fire damage, slow-moving
Mikhail	55	Ranged, clones self, boss



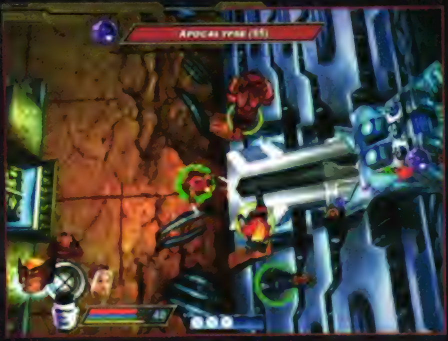
MAP LEGEND

1	Exit to Hall of the Dead
2	Limited Xtraction Point
3	The Device
4	Shielded Power Systems
5	Tech Station of Striking
6	Homing Beacon

Use the limited Xtraction Point here if you aren't already sporting your best-possible team. The fight against Apocalypse requires many Health Packs, probably all five of your Xtreme Points, and a team that deals lots of damage.

THE HORSEMEN AWAKEN

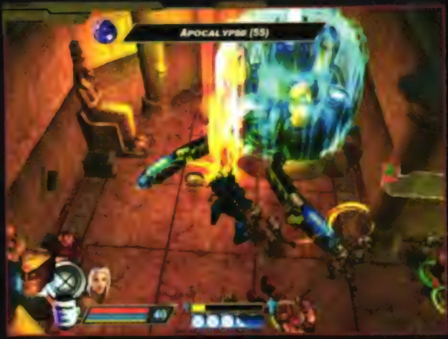
Enter Apocalypse's chamber, and give him a brief moment to gloat about what he thinks is his impending victory. Being a fairly polite villain, Apocalypse won't overdo it, and he quickly gets to the carnage.



This fight is simple, initially. Apocalypse tears into your team, using his area-of-effect knockdowns for damage and disruption. After a couple bursts of attacks, he Teleports away, throwing off whatever nifty chain of attacks you were working on. Then he starts the same routine over.

Surround Apocalypse quickly each time, and use combo attacks with your most damaging skills. **Do not use Xtreme Points for any reason at all**. Restore lost Health and Energy.

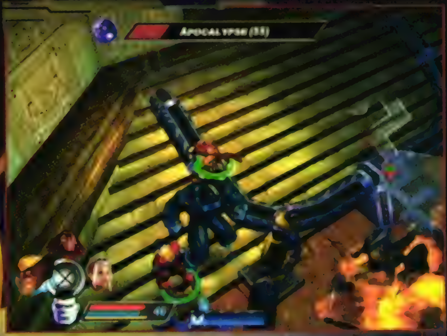
When Apocalypse succumbs, he decides to reveal his new power: The Device. At the center of the room is a machine that keeps Apocalypse from being defeated, no matter what happens to him. Even if your team topples him, the machine is ready to restore all of his Health.



Have one of your characters rush into the center of the The Device and use its power to make them stronger and tougher. Stay there for the moment, and bring Apocalypse to about 15% Health. Practice using the new skills that The Device provides.

As Apocalypse weakens, rush to the western side of the room and break through the center of the wall. Take the straight path to the end of the tunnel, and beat Apocalypse into a pulp as soon as you reach the Shielded Power System. Apocalypse falls, and the shield around the Power System collapses as well. Use normal attacks to destroy the **Power System**.

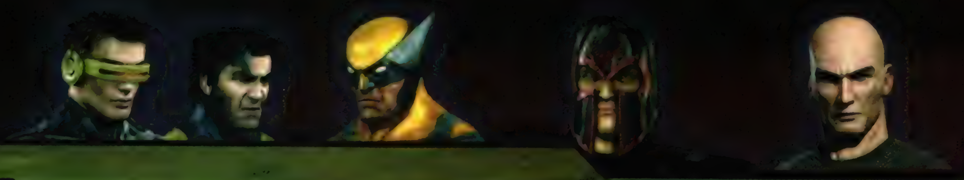
Before heading off to the next generator, return to the center of the area and use The Device again to gain the power of four. This ensures that you'll have an easier time with your task–it's not a guarantee that you'll be victorious, but it'll be easier.



Head to the eastern side of the map with your new power. The route is a bit longer than it was on the western end, but you should still have enough power at the end of the trip to finish Apocalypse. Destroy the second Power System, and then use Health and Energy Packs to get your team back up to speed

Walk back to the central chamber. This is the last stage of the battle, and it's a rough one. Apocalypse summons the upgraded versions of his four Horsemen. It's now going to be a 5-on-4 struggle between Apocalypse and your team. This is why you've been saving all of your Xtreme Points! Once the bosses start to group together, hit all of them with every Xtreme Point you have. This should weaken them enough for a chain of area-of-effect attacks to bring down the first foes.

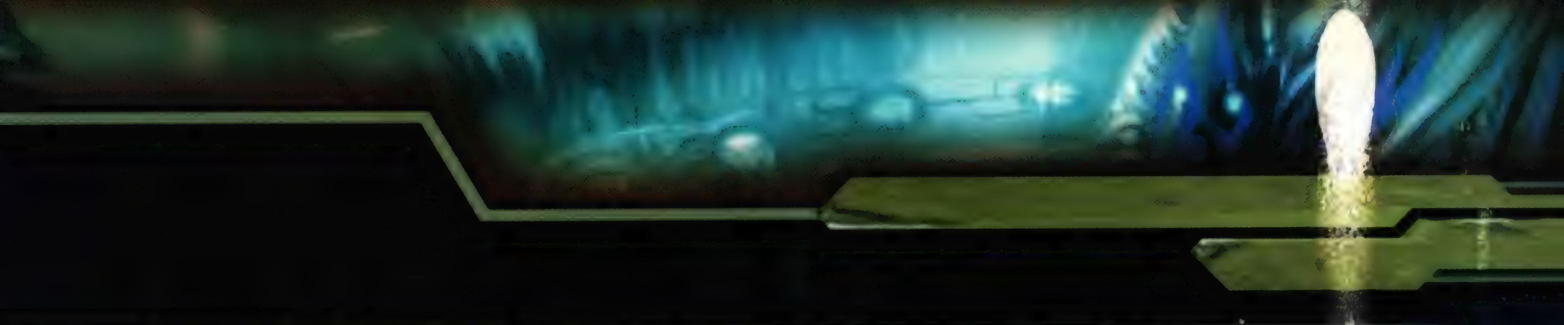
Ignore Apocalypse until all four of the Horsemen are out of combat. As each one fails, it turns into a statue. Only after all of the Horsemen are gone can Apocalypse be truly defeated.



HOST OF THE APOCALYPSE

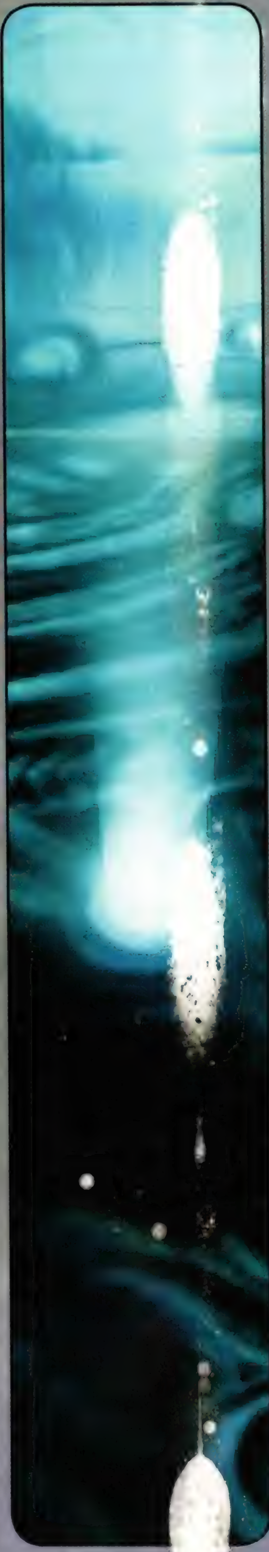
There are many enemies standing between you and your goals. Soldiers, mutants, and machines will throw themselves in front of you. This is a list of all the enemies you will face in your quest to stop Apocalypse.

Levels, abilities, and areas are listed for each non-leader enemy. Specific tactics for boss fights are found in walkthrough. Leaders have more hit points, do more damage, and have special immunities and resistances. The powers of each leader vary as greatly as the skills of the X-Men and the Brotherhood. Any immunity, along with how to defeat it, is shown at the top of the screen beneath the enemy's health bar.

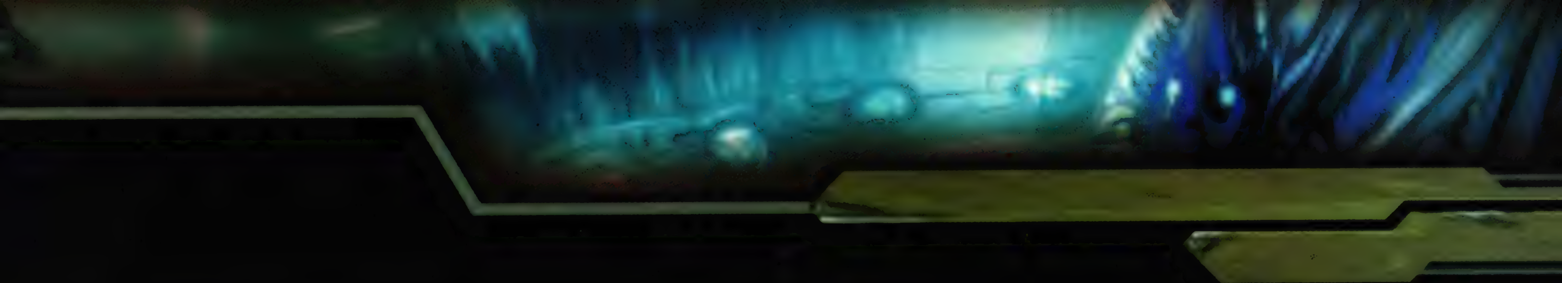


HORDES OF THE APOCALYPSE

NAME	LEVEL	ABILITIES AND NOTES	REGIONS
Abyss	15	Boss, pulls people into his body, long melee range	Genosha Council
Abyss	55	Boss, pulls people into his body, long melee range	Vault of the Ages
Advanced Infinite	36	Area-of-effect melee	New York West Side
Alpha Cerci	13	Large, high Health, leader	Jungle Canal
Anubite	47	High damage, fast attacker, knockdown	Ra's Mouth, Hall of the Dead, Vault of the Ages
Anubite Hunter	47	Fast attacker	Temple of Anubis, Temple of Sekhmet
Anubite Master	47	Fast attacker, leader	Temple of Anubis
Apocalypse	55	Boss, multiple Health bars, area-of-effect knockdown, teleport	Vault of the Ages
Apocalypse Prelate	43	Causes stun	Pantheon of Apocalypse, Tower Engineering
Arch Fiend	13	Flying, leader	Jungle Canal
Archangel	35	Boss, flying, area-of-effect knockdown, ranged	Tower Apex
Archangel	55	Boss, flying, area-of-effect knockdown, ranged abyss	Vault of the Ages
Archbishop	30	Leader, ranged, elemental	Hall of Knowledge, Madri Cloisters, Madri Conclave, Divine Sanctuary
Armored Scarab	47	Flying	Temple of Sekhmet, Hall of the Dead
Assassin Droid	25	Ranged, immunity boost (Energy/Elemental ineffective), limited flight	Genetic Processing
Assault Captain	16	Leader	Jungle Pass
Assault Raider	16	N/A	Jungle Pass
Assault Raider	34	Melee	Main Gun Platforms
Atlas	38	High damage	Holding Pens, Stockade
Bastion	35	High health	Command Center Platform
Battle Lord	38	Area-of-effect melee, leader	New York North Side, New York West Side
Battle Servo	26	Ranged	Factory Entrance, Engineering, Fusion Core
Battlefield Medic	22	Ranged	Mikhail's Warship
Behemoth	14	Large, high health	Jungle Ruins
Behemoth	25	N/A	Mikhail's Warship
Blackcoat	30	Leader, knockback	Madri Antechamber, Hall of Knowledge, Meditation Chamber, Madri Cloisters
Blimp	1	Special, throw items at it	Genosha Council
Brood Spawn	5	Small, hard to spot	Cerci Caverns, Cerci Burrows, Queen's Lair
Brood Spawn	5	Distraction, primarily	New York West Side, Sewers West
Cerci Drone	6	Mission target (12/12)	Cerci Burrows
Cobra Beetle	13	Flying	Jungle Canal, Jungle Ruins
Core Elite	24	Knockdown, leader	Core Interior
Core Guard	23	Knockdown	Core Security
Core Punisher	24	Knockdown	Core Interior
Creeper	3	N/A	Cerci Caverns, Cerci Burrows
Creeper	36	Leader	Sewers South
Creeping Brood	3	N/A	Cerci Caverns
Culling Probe	1	Fast-moving	Dead Zone, Cerci Caverns
Cursed	31	Ranged, elemental	Divine Sanctuary, Meditation Chamber
Dark Raptor	10	Melee, leader	Brain Trust
Dark Raven	19	Ranged, leader	Nuwali Corridors, Nuwali Gateway, Beyonders Sanctum
Deadpool	40	Low Health	New York North Side
Diseased Crawler	7	N/A	Larvae Chambers
Droid Overseer	43	Flying, ranged, leader	Pantheon of Apocalypse
Elite Anubite	46	Fast attacker, leader	Ancient Labyrinth, Temple of Anubis
Elite Goliath	26	Ranged, leader	Engineering, Genetic Processing
Elite Undercloak	25	Ranged, disappearing act	Core Interior, Core Reactor, Core Control
Energy Demons	9	Flying, ranged	Genosha Seawall
Energy Demons	9	Flying, protect Abyss's explosives	Genosha Council
Energy Wraith	9	Flying, leader	Genosha Seawall
Energy Wyrm	10	Flying, ranged	Grand Hall
Enforcer Droid	26	Ranged, leader	Engineering
Exile	10	Ranged	Southern Habitats, Northern Plaza
Exiled Master	10	Ranged, leader	Southern Habitats, Northern Plaza
Exiled Master	12	Leader	Grand Hall
Exiled Master	24	Ranged, leader	Core Reactor
Exiled Master	38	Ranged, leader	Holding Pens, Stockade
Expert Ranger	3	Human	Barren Cliffs
Expert Sniper	19	Ranged	Nuwali Gateway, Beyonders Sanctum
Famine Scurrier	3	N/A	Cerci Caverns
Faming Scurrier	5	N/A	Cerci Burrows
Feral Hound	31	Knockback, causes slow	Madri Conclave
Forsaken	38	Ranged	Holding Pens, Stockade, Brain Trust



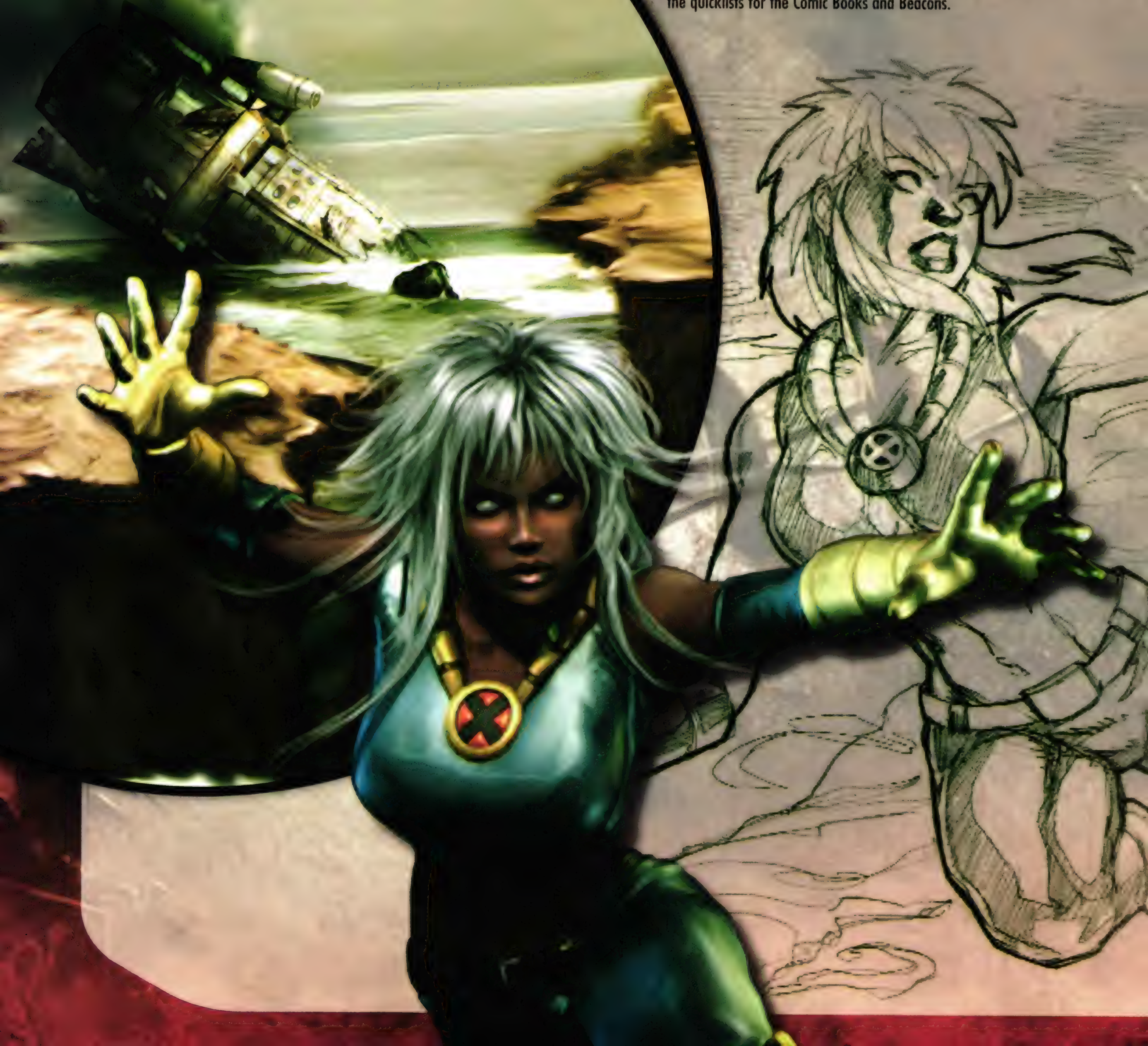
NAME	LEVEL	ABILITIES AND NOTES	REGIONS
Garokk	20	Ranged, high Health, super speed	Jungle Canal
Genetic Hybrid	47	Ranged	Temple of Anubis
Giant Scarab	46	Flying	Ancient Labyrinth
Goliath Class III	28	Ranged	Assembly Factory, Central Processing
Grim Hound	10	N/A	Southern Habitats, Northern Plaza
Grizzly	5	High Health, fast-moving, knocks characters down, light damage	Desolate Mesa
Hell Hound	30	Knockback, cause slow	Madri Antechamber, Hall of Knowledge, Divine Sanctuary
Hercules	25	High damage	Engineering, Fusion Core
Heretic	32	Melee	Madri Conclave, Monastic Citadel
Holocaust	35	Boss, invincible (with help of Cuckoos), fire damage, slow-moving	Monastic Citadel
Holocaust	55	Boss, invincible (with help of Cuckoos), fire damage, slow-moving	Vault of the Ages
Human Collector	5	N/A	Genosha Council
Hunter	17	Cone spray	Nuwali Corridors, Beyonders Sanctum, Elemental Tomb
Hunter Probe	5	Fast-moving	Desolate Mesa
Infidel	31	Melee	Madri Cloisters
Infinite	17	Ranged	Nuwali Shrine, Nuwali Gateway
Infinite Cyborg	28	Knockdown	Assembly Factory, Central Processing
Infinite Goliath	26	Ranged	Engineering, Genetic Processing
Infinite Mark II	21	Ranged	Core Interior
Infinite Mark V	24	Ranged	Core Security
Infinite Mark VIII	27	Ranged	Fusion Core, Assembly Factory
Infinite Omega	17	Leader, ranged	Nuwali Shrine, Nuwali Gateway
Infinite Omega	21	Ranged, leader	Core Interior
Infinite Prometheus	37	Ranged	New York South Side
Infinite Striker	25	Knockdown	Factory Entrance, Genetic Processing, Fusion Core
Jade Scarab	48	Flying	Hall of the Dead
Lenzir	38	Has access code	Brain Trust
Leviathan	35	Ranged	Radar Array Platforms
Living Monolith	50	Knockdown, invulnerability	Hall of the Dead
Madri Cleric	31	Knockdown	Madri Cloisters, Meditation Chamber
Madri High Priest	30	Ranged, elemental	Hall of Knowledge, Madri Cloisters
Madri Priest	30	Knockdown	Madri Antechamber, Hall of Knowledge
Madri Vicar	31	Ranged, elemental	Madri Conclave, Divine Sanctuary
Master Prelate	44	Melee, knockback, leader	Sinister's Lab
Master Ranger	22	Leader	Mikhail's Warship
Master Rifleman	38	Ranged	Holding Pens
Master Sniper	38	Ranged	New York North Side
Master Undercloak	25	Retreats often, leader	Core Interior, Core Reactor, Core Control
Mech Infinite	38	Area-of-effect melee	New York North Side
Mercenary	15	Ranged	Jungle Pass
Mikhail	20	Boss, ranged, clones self, boss	Mikhail's Warship
Mikhail	55	Boss, ranged, clones self, boss	Vault of the Ages
Mikhail Ranger	22	Leader	Mikhail's Warship
Mirrin	38	Has access code	Brain Trust
Mister Sinister	30	Invulnerable	Ra's Mouth
Morlock Blade	41	Ranged	Sewers North
Morlock Bruiser	37	Physical resistance	Sewers West
Morlock Claw	36	Ranged, stun	Sewers South
Morlock Giant	41	Area-of-effect melee, physical resistance	Sewers West, Sewers North
Morlock Leviathan	37	Physical resistance, leader	Sewers West
Morlock Leviathan	41	Leader	Sewers North
Morlock Outsider	36	Leader, knockdown	Sewers South
Morlock Outsider	41	Knockdown, leader	Sewers North
Morlock Psionic	41	Ranged	Sewers North
Morlock Psionic	36	Ranged	Sewers West
Morlock Razor	36	Leader, retreats often	Sewers South
Mutant Mix	46	Ranged or melee, knockdown	Ancient Labyrinth
Night Critters	7	N/A	Larvae Chambers
Night Menace	38	Disappearing act	Pantheon of Apocalypse
Night Shifter	19	Ranged	Nuwali Gateway, Beyonders Sanctum
Nightmare Terror	7	Relatively high Health, large, may be energy-resistant	Larvae Chambers, Queen's Lair
Omega Red	20	Area-of-Effect knockdown, high damage, low Health	Beyonders Sanctum
Optic Crawler	37	Disappearing act	New York South Side, New York West Side
Optic Ghost	37	Disappearing act, leader	New York South Side, New York West Side, New York North Side
Outcast	24	Ranged	Core Security, Core Reactor



NAME	LEVEL	ABILITIES AND NOTES	REGIONS
Overseer	12	Leader, knockdown	Grand Hall
Overseer	25	Leader, area-of-effect knockdown	Core Reactor, Core Control
Pariah	12	N/A	Grand Hall
Phantasm	37	Ranged	New York South Side
Prelate Lord	43	Ranged, disappearing act	Tower Engineering, Sinister's Lab
Prelate Zealot	44	Melee, knockback	Sinister's Lab
Prison Guard	1	Ranged	Prison Outpost
Prometheus Captain	37	Ranged, leader	New York South Side
Prometheus Captain	43	Ranged	Sinister's Lab
Prometheus Mod II	44	Ranged	Sinister's Lab, Tower Apex
Psychic Demon	39	Melee	Stockade
Psychic Tyrant	40	Mental resistance, causes slow	Brain Trust
Queen	8	Various effects	Queen's Lair
Ravager	13	Large, high Health	Jungle Canal
Sauron	20	Flying, fast, area-of-effect stun	Jungle Pass
Savage Hound	10	Leader	Southern Habitats, Northern Plaza
Savage Hound	31	Leader, knockback, causes slow	Divine Sanctuary
Scarab	46	Flying	Ra's Mouth, Ancient Labyrinth
Scavenger	9	Ranged	Genosha Seawall, Northern Plaza
Schill	38	Has access code	Brain Trust
Scourge Critter	1	N/A	Dead Zone, Barren Cliffs
Sehkmet Master	47	Ranged, leader	Temple of Anubis
Sehkmet Shaman	47	Ranged	Temple of Sekhmet
Sehkmet Warrior	50	Ranged	Temple of Anubis
Sentinel	34	Mental resistance	Main Gun Platforms
Sentinel Mark II	35	Mental resistance	Radar Array Platforms
Sentinel Mark III	35	Mental resistance	Radar Array Platforms
Sentry Robot	4	Fast-moving, flying, ranged	Barren Cliffs, Desolate Mesa
Sewer Hunter	36	N/A	Sewers South
Shifter	17	Ranged	Nuwali Shrine, Nuwali Corridors
Shock Trooper	14	Ranged	Jungle Ruins, Jungle Pass
Sinister Cyclops	35	Copy of Cyclops	Central Processing
Sinister Elite	17	Ranged, leader	Nuwali Corridors
Sinister Iceman	35	Copy of Iceman	Central Processing
Sinister Operative	34	Ranged, spread attack, short teleport	Main Gun Platforms, Radar Array Platforms
Sinister Scout	17	Ranged	Nuwali Corridors
Sinister Storm	35	Copy of Storm	Central Processing
Sinister Wolverine	35	Copy of Wolverine	Central Processing
Sinister's Pet	5	Altered genetics, leader	Cerci Burrows
Sinister's Pet	37	Leader	New York West Side
Slasher	10	Melee	Brain Trust
Slayer Probe	1	Fast-moving	Cerci Caverns
Slayer Probe	5	Fast-moving	Desolate Mesa
Slime Maggot	5	Ranged	Cerci Burrows
Soldier of Fortune	19	Ranged, leader	Nuwali Gateway, Beyonders Sanctum
Soldier of Fortune	38	Ranged, leader	New York North Side
Stepford Cuckoo	30	Area-of-effect knockdown, mental resistance	Monastic Citadel
Stryfe	35	Reincarnation while brains survive, knockdown	Brain Trust
Sugar Man	25	Immense damage, area-of-effect knockdown	Core Control
Titan	25	High damage, leader	Engineering, Fusion Core
Titan	38	High damage, leader	Holding Pens, Stockade
Tyrant	25	Area-of-effect knockdown	Core Reactor, Core Control
Ultimate Mutant	46	Ranged or melee, knockdown, leader	Ancient Labyrinth
Ultimate Mutant	46	Ranged, leader	Temple of Anubis
Undercloak	24	Ranged, disappearing act	Core Interior
Veteran Ranger	5	Human	Desolate Mesa
War Brood	37	Ranged, summon Brood spawn	New York West Side, Sewers West
War Droid	43	Flying, ranged	Pantheon of Apocalypse, Tower Engineering
Watcher	12	Knockdown	Grand Hall
Zealot	30	Doesn't move much, very high Health, drops large boulders on area	Queen's Lair
Zealot Minion	9	Ranged, can stun targets	Queen's Lair

A LIBRARY OF SECRETS

This chapter is an index of item locations and points of interest that are mentioned throughout the book. All of the answers to the Trivia Questions are here, as are the quicklists for the Comic Books and Beacons.



COLLECTING THE COMIC BOOKS

COMIC #	ACT	AREA	DETAILS
1	I	Desolate Mesa	Early in area, up the left side
2	I	Cerci Burrows	Several rooms into area, on right
3	I	Southern Habitats	Inside open cell, right side of map
4	II	Generators	Look behind the second generator you reach
5	II	Jungle Pass	Search the left side, in the middle of the ruins
6	II	Nuwali Shrine	Destroy a stone block on the left side to find this
7	II	Nuwali Corridors	Just before the Guardian Switch, left side
8	III	Core Reactor	After Reactors are down, search the front of the map
9	III	Genetic Processing	Search behind the crates on the main walkway
10	III	Fusion Core	Inside the room opened w/ the decryption codes
11	III	Hall of Knowledge	Behind altar in room where Emma Frost talks about Mini-Cerebros
12	IV	Tunnel from Sewers West Side	Enter tunnel and search the only room there
13	IV	Holding Pens	Look down the western corridor, after the Generator is destroyed
14	IV	New York North Side	Behind boxes on the side of the road, somewhat far into the area
15	IV	Sinister's Lab	Look on the upper ledge in the first room

LIGHTING THE BEACONS

ACT I

BEACON NUMBER	AREA	SPECIFIC DETAILS
1	Dead Zone	Past the exit to Cerci Caverns
2	Cerci Caverns	Fly Across the gap on the left to reach
3	Cerci Burrows	Kill 12 Cerci Drones for it to drop
4	Genosha Seawall	Use a Brotherhood character to unlock the room on the right side
5	Southern Habitats	Search the northeastern side, in the bend of the hallway
6	Northern Plaza	Search the northwest room, where Mister Sinister teleports out

ACT II

BEACON NUMBER	AREA	SPECIFIC DETAILS
1	Jungle Canal	Northern side of second cave
2	Jungle Ruins	Shortly up trail after Xtraction Point
3	Jungle Pass	Search cave number one
4	Nuwali Shrine	Just north from the Tech Station
5	Nuwali Gateway	North side, where the teleporters drop you off
6	Elemental Tomb	Search the southeastern part of the fire room

ACT III

BEACON NUMBER	AREA	SPECIFIC DETAILS
1	Core Interior	Search room just left from mission entrance
2	Core Reactor	Fly over pool in center of map
3	Genetic Processing	Search the northwest bridge
4	Assembly Factory	Look in the northwest room, on the right side
5	Madri Antechamber	Look in the northwest corner of the first room (the room in the south)
6	Divine Sanctuary	Fly up to Beacon, located behind room w/ Weaponis Cache

ACT IV

BEACON NUMBER	AREA	SPECIFIC DETAILS
1	Main Gun Platforms	Walk two feet from start of mission
2	Sewers South	Turn off Fan power, search inside Fan
3	New York South Side	In the southwest side, to the east of the mapis entrance
4	Holding Pens	Search the northern area, past the force field
5	Sewers North	Teleport into room in northwest corner
Alternate	Sinisteris Lab	Break through a wall in the southeast
6	Sinisteris Lab	Southeastern side, at the bottom of the room

ACT V

BEACON NUMBER	AREA	SPECIFIC DETAILS
1	Rais Mouth	Center of map (Fly across gap in east and push Column)
2	Ancient Labyrinth	Use a bridge in the northeast to reach
3	Temple of Anubis	Look in room near northwest corner
4	Temple of Sehkmet	Fly across gap in southeast and search hallway
5	Hall of the Dead	Look in the western chamber (at the back side of the room)
6	Vault of the Ages	Search the north end of the main battle chamber

PLAYING AGAIN WITH THE SAME TEAM

After you finish the game, it's possible to play it again with a team you've already used. Hard difficulty mode is also unlocked after defeating Apocalypse for the first time. Restarting with your old team resets the game, Tech Stations, and other hidden items, but leaves your team with all of their Techbits, levels, and equipment.

Hard difficulty is the best way to reach extremely high levels. Enemies start at level 50, and characters suffer heavy penalties to all of their Resistances.

TRIVIA ANSWERS

ACT I QUESTIONS

Sabertooth's archenemy is:
Wolverine

In the video game *X-Men: Legends*, Iceman had a crush on:
Alison Crestmere

Juggernaut first appeared in:
X-Men #12

As a young man, Gambit wed an assassin named:
Bella Donna Bordeaux

What is Victor Creed's mutant code name?
Sabertooth

Forge has been romantically linked to:
Storm

While growing up in an orphanage, Cyclops was bullied by a boy named Nathan, who was really:
Mister Sinister

What is true of Colossus in his armored form?
Even his eyeballs become steel-like

Beast was born a mutant because:
His father was exposed to a massive amount of radiation

What is Apocalypse's true name?
En Sabah Nur

Before joining the X-Men, Angel was a crime fighter who worked under the name:
Avenging Angel

Abyss is able to:
Pull enemies into an inter-dimensional cavity in his chest

Blink's real name is:
Clarice Ferguson

What is Lorna Dane's X-Men code name?
Polaris

Blob is originally from:
Lubbock, Texas

Grizzly worked for which team?
Six Pack

Why does Lady Deathstrike hate Wolverine?
She thinks he stole her father's work on adamantium

Quicksilver's mutant power is:
Superspeed

What is Polaris' mutant power?
Magnetic manipulation

Blink's protector Is:
Sabertooth

Which X-Man saved Polaris from Mesmero?
Iceman

Before joining the Brotherhood, Blob worked at:
A traveling circus

What color hair does Polaris have?
Green

Quicksilver and his sister were raised by:
Gypsies

What secret project did Wolverine and Sabertooth both belong to?
Weapon X

Cable, Domino, Grizzly, George Washington Bridge, Hammer, and Kane form what group?
Six Pack

Blink is able to teleport:
As far away as the Moon

Zealot is the bitter enemy of:
Magneto

Quicksilver's real name is:
Pietro Maximoff

Sabertooth made his debut in which Marvel comic book?
Iron Fist

Jean's psychic powers awoke when:
Her friend was hit by a car

Juggernaut frequently partners up with which of the following mutants?
Black Tom Cassidy

Who did Sabertooth have a son with?
Mystique

What is Lady Deathstrike's real name?
Yuriko Oyama

Who are the children of Magneto?
The Scarlet Witch and Quicksilver

Which Marvel hero's comic did Mystique first appear in, in 1978?
Ms. Marvel

Lady Deathstrike's father developed a process for:
Bonding adamantium to bone

Abyss works for:
Apocalypse

Where is Genosha located?
The Indian Ocean

Professor Xavier attended which university?
Oxford

On average, if Rogue touches a mutant for one minute, how long does she retain that mutant's powers?
60 Minutes

Which of these mutants can't fly?
Wolverine

What time-traveling team of mutants does Blink belong to?
Exiles

Who here is not a mutant?
Juggernaut

What group of criminals did Lady Deathstrike join after her attempt to kill Wolverine failed?
The Reavers

Blob is able to generate:
A gravitational force that makes him immovable

What X-Man did Polaris have a relationship with?
Havok

Forge was contracted by the U.S. government to develop a way to detect an alien race known as:
Dire Wraths

Who is Sabertooth's son?
Graydon Creed

Beast was born in:
Dunfee, Illinois

ACT II QUESTIONS

Angel is:
Extremely wealthy

Wolverine made his debut in 1974 in which comic book series?
The Incredible Hulk

In the video game *X-Men Legends,* what was the name of the base Magneto had in orbit around earth?
Asteroid M

Which of the following X-Men was at one time Apocalypse's Horseman Death?
Wolverine

Destiny belonged to which supervillain team?
The Brotherhood of Evil Mutants

Garokk was originally:
A British sailor

In the video game *X-Men Legends,* who was the first playable character at the very beginning in New York City?
Wolverine

How many fingers does Nightcrawler have on each hand?
Three

Who is Ka-Zar's wife?
Shanna O'Hara

Which person is Mystique not connected to?
Mikhail Rasputin

Which X-Man was involved romantically with Magneto?
Rogue

Joseph is a clone of which mutant?
Magneto

Iceman's real name is:
Bobby Drake

Who is not a member of the Brotherhood?
Lupa

As a boy, Nightcrawler's hero was:
Errol Flynn

Who served alongside Cable in his mercenary group Six Pack?
Domino

What is Bishop's mutant power?
Absorb energy and channel it

Ka-Zar's father came to the Savage Land in search of what?
Anti-metal

What are Forge's powers?
Inventing new technology and mystic powers

Ka-Zar was originally named:
Kevin Plunder

Colossus's brother Mikhail first appeared in:
Uncanny X-Men #285

What evil villain is also known as Cain Marko?
Juggernaut

Heather Cameron is known as which X-Man?
Lifeguard

Magneto first appeared in 1963 in:
X-Men #1

What name does Magneto go by?
Erik Lehnsherr

Mikhail is the brother of:
Colossus

Colossus first learned he could turn into metal when he:
Saved his sister from a runaway tractor

In the video game *X-Men: Legends*, what was the code name of the young woman the X-Men saved from Blob and Mystique in New York City?
Magma

Bishop is a time-traveler from which century?
21st

What is Omega Red's real name?
Arkady Gregorovich

Nightcrawler was once the leader of which of the following groups?
Excalibur

Pyro's real name is:
St. John Allerdyce

Approximately how old is Apocalypse?
5,000 years old

What is Sauron's real name?
Karl Lykos

Shanna at one time:
Worked at a zoo in New York City

Death, War, Pestilence, and Famine form what group?
The Four Horsemen

What is Pyro's mutant ability?
He can control fire

What is Sunfire's real name?
Shiro Yoshida

Ororo Munroe's X-Men code name is:
Storm

Omega Red's arm coils are made of what material?
Carbonadium

Toad first appeared in:
X-Men #4

Where is the Savage Land located?
Antarctica

Who is Mystique's best friend?
Destiny

The Savage Land is protected from freezing temperatures by:
Alien technology

Mikhail Rasputin has been:
A Russian cosmonaut

Nightcrawler grew up working in a circus as:
An acrobat

What animal protected Ka-Zar as he grew up in the Savage Land?
A sabertooth tiger

What was Shanna known as in the Savage Land?
Shanna the She-Devil

Garokk was shipwrecked in the Savage Land in what time period?
1400s

Bishop has a sister named:
Shard

ACT III QUESTIONS

Sunfire's sister's code name was:
Sunpyre

Wolverine wound up killing the father of this woman he loved:
Mariko Yoshida

What Hellfire Club leader first appeared in *X-Men* #129 in 1980?
Sebastian Shaw

Storm was once the leader of which of the following groups?
The Morlocks

What is Heather Hudson's Alpha Flight code name?
Vindicator

Who oversaw the Weapon X program during Wolverine's transformation?
The Professor

Who is not a member of Alpha Flight?
Prism

Cyclops's father is the captain of a spaceship named:
The Starjammer

Which super team was Wolverine originally intended to lead?
X-Factor and Alpha Flight are wrong???

Who is the leader of the team known as the Hellions?
Emma Frost

Who is Heather Hudson's husband?
Guardian

There is speculation that Professor Xavier's father at one time:
Was part of the Weapon X project that worked on Wolverine

Havok's real name is:
Alex Summers

What is James MacDonald Hudson's Alpha Flight code name?
Guardian

Which of the following X-Men has also been a member of the Avengers?
Wolverine

Who saved Apocalypse as a child?
Baal

The process of bonding adamantium to Wolverine's bones would have killed him if not for:
His healing factor

What superhero team does Heather Hudson belong to?
Alpha Flight

What is Sebastian Shaw's title in the Hellfire Club?
Black King

Toad is from:
England

Ororo Monroe, better known as Storm, first appeared in 1975 in which comic book?
Giant-Size X-Men #1

Where did Juggernaut find the Ruby Of Cyttorak?
Korea

Jean Grey's main powers are:
Telekinesis, telepathy

Which superteam does James MacDonald Hudson belong to?
Alpha Flight

Sebastian Shaw belongs to which New York social club?
The Hellfire Club

Apocalypse first appeared in *X-Factor* #5 in:
1986

Who headed the facility that failed Weapon X experiments like Deadpool were sent to?
Dr. Killebrew

Cable founded which team composed mostly of former Xavier School students?
X-Force

The leader of the Brotherhood is:
Magneto

What is Sebastian Shaw's mutant power?
Absorbing and channeling energy

Who did Apocalypse kidnap and raise to be as cruel as he is?
Stryfe

Who took control of Iceman's body and discovered his powers were greater than he realized?
Emma Frost

Who is James MacDonald Hudson's wife?
Vindicator

Sugar Man is originally from a timeline where:
Xavier is dead and Apocalypse nearly rules the world

Magneto once raised a mysterious city from the ocean in what part of the world?
The Bermuda Triangle

Who was not a subject of the Weapon X project?
Shard

Betsy Braddock is known as which X-Man?
Psylocke

The Scarlet Witch's real name is:
Wanda Maximoff

Rogue first appeared in which 1981 comic book?
Avengers Annual #10

Before turning to crime, Pyro was a:
Writer

Who were students of Emma Frost?
The Stepford Cuckoos

The Weapon X facility is located in:
Canada

Infinite Soldiers are clones created by:
Mister Sinister

Sugar Man is traveler from which alternate reality?
The Age of Apocalypse

Sunfire is a member of a Japanese superhero team known in English as:
Big Hero 6

After escaping from the Weapon X facility, Wolverine was discovered and befriended by:
James and Heather Hudson

What is untrue of Guardian?
He's a mutant

What does Rogue absorb when she touches someone?
All the above

While working for the government in Dallas, Texas, Forge had a penthouse known as:
The Eagle's Nest

What color is Beast's fur?
Blue

ACT IV QUESTIONS

Nick Fury is the leader of:
S.H.I.E.L.D.

The mutant sewer-dwellers of New York City are known as:
The Morlocks

What is Wolverine's real name?
James Howlett

Moira McTaggart's Mutant Research Center is located:
On Muir Island

In World War II, Nick Fury commanded:
The Howling Commandos

Angel's secondary mutation allows him to:
Accelerate his healing factor

Banshee has the mutant power to:
Generate a sonic scream

Bastion assembled which organization?
Operation: Zero Tolerance

What is the Black Queen's real name?
Selene

What is the name of the machine that Professor Charles Xavier uses to find mutants around the world?
Cerebro

Deadpool wears a mask:
To cover his scarred face

Banshee's daughter uses the code name:
Syren

Who is the evil clone of Cable?
Stryfe

Colossus's sister's code name was:
Magik

What is Professor Xavier's middle name:
Francis

What is the Black Queen's mutant ability?
Drains others' life force to maintain her beauty

Who is the great-grandfather of Bishop?
Gateway

Sean Cassidy, better known as Banshee, first appeared in 1975 in which comic book?
Uncanny X-Men #28

Magneto once disguised himself as which mutant to infiltrate the Xavier Institute?
Xorn

Sunfire's powers first manifested when:
He touched radioactive soil

Deadpool is a victim of:
Weapon X

The Scarlet Witch has the ability to:
Affect probability and make the improbable become possible

Who is Banshee's cousin?
Black Tom Cassidy

What was the name of the boy who Rogue kissed and almost killed, just as her powers were beginning to emerge?
Cody Robbins

Who is Kitty Pryde's loyal companion?
Lockheed

Which of Apocalypse's Four Horsemen is Archangel?
Death

As a child, Storm was a:
Pickpocket in Cairo, Egypt

Toad is devoted to:
Magneto

How many adamantium claws does Wolverine have on each hand?
Three

Deadpool joined the Weapon X program because:
He had cancer

Who has not served in the Hellfire Club's Inner Circle?
Lorna Dane

Which Hellfire Club member is really a non-mutant cyborg?
Donald Pierce

What was Emma Frost's title in the Hellfire Club?
White Queen

Who was Kitty Pryde's mentor?
Wolverine

Moira McTaggart had a son named Kevin who also went by the name:
Proteus

Which X-Man is romantically involved with Kitty Pryde?
Colossus

Lockheed, Kitty Pryde's small dragon companion, first appeared on which aliens' homeworld?
The Brood

Where do Wolverine's claws appear?
Between his knuckles

What is Marrow's real name?
Sarah

In the video game *X-Men Legends: The Rise Of Apocalypse*, what is the name of Magneto's secret hideaway near Genosha?
The Tomb

Bastion is really:
A hybrid Sentinel in disguise

For a time, Bishop worked:
As a detective

Forge was trained in magic by:
The Cheyenne shaman Naze

The Hellfire Club originally started in:
London

In the video game *X-Men: Legends*, who is the leader of the Morlocks?
Marrow

For a time, Banshee worked for:
Interpol

What is the name of the room where the X-Men do their training exercises?
The Danger Room

In the Hellfire Club, Sebastian Shaw goes by the code name:

Black King

Deadpool possesses the ability to:

Heal quickly

Nick Fury is blind in which eye?

Left

ACT V QUESTIONS

Beast grew blue fur because of:

A serum he took

Cable's hair is what color?

White

Which of the following X-Men was at one time a host for Apocalypse?

Cyclops

Ahmet Abdol is also known as:

The Living Monolith

In *X-Men Legends 2: Rise of Apocalypse*, who was responsible for transforming the X-Man Angel into Archangel?

Mister Sinister

Bishop was a part of what security force in the future?

Xavier Security Enforcers

Scott Summers works under the code name:

Cyclops

Colossus has a brother named:

Mikhail

Who is the one person Havok's power can't hurt?

Scott Summers

Which two X-Men were at different times Death, one of Apocalypse's Four Horsemen?

Wolverine and Angel

When Bobby Drake's powers were first activated, he:

Was locked in jail for his own protection

When consumed by her powers, Jean Grey becomes:

Dark Phoenix

What is Mister Sinister's real name?

Nathaniel Essex

Bishop's sister is named:

Shard

What is the name of Apocalypse's group of lieutenants?

The Four Horsemen

What was Juggernaut's occupation when he found the Ruby of Cyttorak?

Soldier

Madeline Pryor was:

Created by Mister Sinister to be an exact copy of Jean Grey

Where was Apocalypse born?

Egypt

Who was Bishop pursuing through time when he first encountered the X-Men?

Trevor Fitzroy

Who is not related to Scott Summers?

Mister Sinister

Gambit is from:

New Orleans

Apocalypse's Four Horsemen first appeared in 1987 in which comic book?

X-Factor

Who did Magneto have twins with?

Magda

What mutant team did Forge and Mystique belong to?

X-Factor

What is the sound made when Nightcrawler teleports?

BAMF!

Who did Rogue permanently absorb the powers of?

Ms. Marvel

What color hair does Ororo have?

White

Which alien race have the X-Men never encountered?

Skrulls

Which of the following is not one of Wolverine's aliases?

War

What is the other team that Nightcrawler and Shadowcat serve together on?

Excalibur

Gambit's real name is:

Remy LeBeau

Who is Kurt Wagner's adopted sister?

Rogue

Professor Charles Xavier lost the use of his legs:

While battling a tyrant named Lucifer in the Himalayas

The Scarlet Witch's first appearance was in *X-Men* #4 In:

1964

Who trained Storm in the ways of thievery as a child?

Achmed El-Gibar

Who is considered by some to be the very first mutant?

Apocalypse

Which member of the X-Men had previously worked for Mister Sinister?

Gambit

What was Mister Sinister's occupation when he met Apocalypse?

Geneticist

Colossus is romantically involved with:
Kitty Pryde

Which mutant is from the future?
Bishop

Who formed the X-Men?
Professor Charles Xavier

Before turning into the Living Monolith, Ahmet Abdol had been a:
Professor of archeology

Sunfire is from:
Japan

What color are Nightcrawler's eyes?
Yellow

What material is used in Cyclops's visor?
Ruby quartz

When Jean was manipulated into working for the Hellfire Club, she was known as:
The [illegible] Queen

Rogue is from:
Mississippi

The Scarlet Witch has a brother named:
Pietro

Who proposed the Mutant Registration Act?
Senator Robert Kelly

What are the first names of Iceman's parents?
William and Madeline

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X-MEN LEGENDS II

Official Strategy Guide
by Michael Lummis

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